



COMPANY^{of} HEROES™

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COVERS PC

BASED ON A GAME
RATED BY THE
ESRB



Written by Bart Farkas

COMPANY of HEROES

OFFICIAL STRATEGY GUIDE

HOW TO USE THIS BOOK A-2

CHAPTER 1: GAME MODES

-Options B-2
 -Tutorials B-3
 -Campaign B-3
 -Skirmish B-4
 -Multiplayer B-5

CHAPTER 2: BASIC TRAINING

-Allied Units C-4
 -Infantry C-4
 -Vehicles C-14
 -Axis Units C-22
 -Infantry C-22
 -Vehicles C-34
 -Weapons C-42
 -Command Trees C-46
 -Allied Commander Trees C-46
 -Blitzkrieg Doctrine C-50
 -Resources, Experience, and Supply Lines C-53
 -Experience—Attaining Veteran Status C-53
 -Resources C-54
 -General Strategy and Tips C-55

CHAPTER 3: THE CAMPAIGN PART 1: NORMANDY

-Mission 1: Omaha Beach D-4
 -Mission 2: Vierville D-12
 -Mission 3: Carentan D-22
 -Mission 4: Carentan Counterattack D-30
 -Mission 5: Montebourg D-36

CHAPTER 4: THE CAMPAIGN PART 2

-Mission 6: Cherbourg E-1
 -Mission 7: Sottevast E-10
 -Mission 8: St. Fromond E-19
 -Mission 9: Hill 192 E-25
 -Mission 10: St. Lo E-29

CHAPTER 5: THE CAMPAIGN PART 3

-Mission 11: Hebecrevon F-2
 -Mission 12: Mortain F-6
 -Mission 13: Mortain Counterattack F-11
 -Mission 14: Autry F-18
 -Mission 15: Chambois F-22

CHAPTER 6: MULTIPLAYER AND SKIRMISH

-Multiplayer Connection Options G-5
 -The Maps G-6
 -2 Player Maps G-6
 -Angoville G-7
 -Lyon G-8
 -Semois G-9
 -Sturzdorf G-10
 -4 Player Maps G-11
 -Lorraine G-11
 -McGechaen's War G-12
 -Point Du Hoc G-13
 -Rails and Metal G-14
 -St. Hilaire G-15
 -Stroud Valley G-16
 -6 Player Maps G-17
 -Hedgerow Siege G-18
 -Hill 331 G-19
 -Montherme G-20
 -8 Player Maps G-21
 -Montargis Region G-22
 -Route N13 G-23

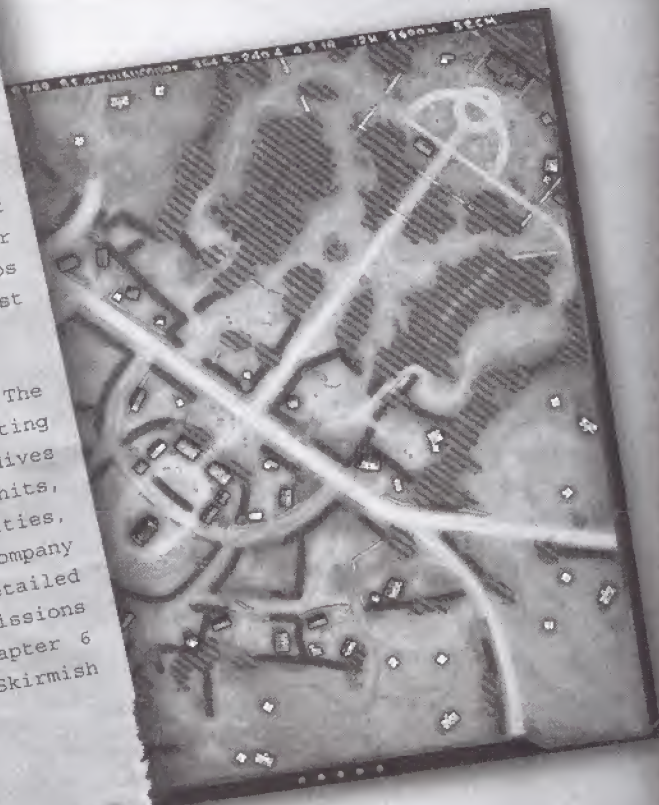
CHAPTER 7: ART H-2



How to Use This Book

Company of Heroes is a unique game. It melds the drama and gut-wrenching emotion of the D-Day landings and World War II into an entertaining and gripping gaming experience set in the format of a Real Time Strategy Game. The single-player Campaign and the Skirmish and Multiplayer maps make Company of Heroes one of the best and most exciting new games of 2006.

This book is broken into six chapters. The first chapter includes a basic how-to of getting started in the game, while Chapter 2 dives into the nuts and bolts of the various units, weapons, resources, Commander Tree abilities, and strategies for being successful in Company of Heroes. Chapters 3, 4 and 5 contain detailed walkthroughs for each of the fifteen missions in the single-player Campaign, and Chapter 6 details the maps and scenarios for the Skirmish and Multiplayer portion of the game.





Chapter 1:

Game Modes

Company of Heroes is a complex game with a bevy of ways to entertain the gamer. The Tutorial is the obvious place to start, but once familiar with how to play the game, the single player campaign invites you into an engrossing fifteen mission challenge. If an in-depth campaign isn't up your alley, there is always Skirmish mode, where you can play against one or more computer opponents (in eight-player maps you can play with up to seven computer opponents) on one of fourteen different maps.



Lastly, Company of Heroes offers up an intense multiplayer mode for both LAN and Internet gameplay. Multiplayer games can handle up to eight players at one time, using the fourteen maps that are also available for Skirmish mode. This chapter examines each of the game modes and what they offer, including a look at how to set up your Profile and manage the various options available in Company of Heroes.

OPTIONS

The Options menu is actually the sixth option on the main menu, but since the Options area is where you set your profile and manage the video and audio aspects of Company of Heroes, it is prudent to go to this menu item before beginning with the game itself. There are three tabs inside the Options menu, including Controls, Graphics, and Audio.

CONTROLS

Under the Controls tab you can set up your specific profile. To do this, click on the Add button and enter the name of the profile you prefer. Once this profile is in place, you can use the Controls area to toggle or alter each of these specific game events:

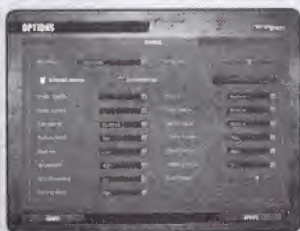
- » Help Text On/Off
- » Squad Control On/Off
- » Mouse Scroll Speed (slider)
- » Stick Selection On/Off
- » Unit Responses On/Off
- » Squad Event Cues On/Off
- » Show Game Time On/Off

The specific profile you enter allows you to keep the specific settings you want when you play the game. If multiple players are using the same machine, you can have multiple profiles each with their own set of parameters. The Profile also helps to keep track of a player's progress in the Campaign.



GRAPHICS

The Graphics area includes seventeen distinct settings for various aspects of graphical quality and function. From the overall screen resolution to Effects Fidelity and screen brightness, you can alter the graphics as you see fit. There is an Automatic Settings button that, if pressed, allows the computer to make its best guess at setting up the graphics settings to maximize the gaming experience on your particular hardware configuration. If you do not want this then click on the Custom button and set the graphic parameters yourself.



AUDIO

The Audio tab allows you to manipulate eight distinct sound-related parameters in the game, from the Master Volume to the number of voices that can be played simultaneously.

TUTORIALS

While Company of Heroes is one of those games that is cleverly designed so that even novice gamers can get the hang of the interface very quickly, it definitely behooves anyone who wants to get the most out of the game to take ten minutes to move through the five Tutorials offered. The following list shows the Tutorials and what you can expect to learn in each:

- » **Basic Training**-Learn how to select units and give them orders. Also learn how to manage the camera system.
- » **Infantry Combat Training**-Learn how to use basic infantry tactics like using cover, assaulting enemy positions, and upgrading weapons.
- » **Base Operations Training**-Learn how to set up a base, recruit units, and obtain resources. This training also details how to set up defenses and how to reinforce your squads on the fly.
- » **Armor Training**-Learn basic armor tactics including rear armor, repairing and upgrading armor, and also using tanks to break through walls and destroy heavy obstacles.



CAMPAIGN

The Campaign button on the Main Menu takes you to the fifteen mission single-player campaign. The Campaign is tied to your specific profile, and the individual Campaign missions become available to be played after the completion of the preceding mission.

DIFFICULTY

In the Campaign screen there is a tab underneath the mission list that allows you to select the difficulty level of the gameplay. The four difficulties are Easy, Normal, Hard, and Expert. The default level is Normal, and the strategies for this book are based on the Normal level of gameplay.



SAVED GAMES

The middle tab in the Campaign screen is the Saved Games area. In this area you can return to any game that you have saved during regular gameplay. You can only save Campaign games. Online games are not available to be saved.

MEDALS

If you complete special non-critical tasks in each of the Campaign missions you can earn a Medal. These Medals are awarded and can be viewed in this area.



SKIRMISH

The Skirmish button takes you to the Skirmish Setup screen. Skirmish is the best way to play 'right now' without worrying about story or other related elements. From the Skirmish mode you can choose from one of fifteen distinct maps: four two-player maps, six four-player maps, three six-player maps, and two eight-player maps. In Skirmish mode there are from one to seven computer opponents that play against you. You can take each of these opponents and assign them a skill level from Easy through Expert (four levels total). The higher the enemy skill level, the more difficult it is going to be to defeat them in battle.

Playing in Skirmish mode is a complete game which involves the creation of units, the building of structures, managing resources, laying down defenses, and capturing territory. The exact nature of the victory conditions in Skirmish are determined by you before the game starts, and the parameters that you can alter are as follows:

- » **Win Condition**-There are two win conditions. If you control the majority of the Victory Point Locations, you force your opponent's Victory Point count down. If you force them to zero, you win the game. The second option is Annihilate, which means that the enemy must be completely destroyed in order to claim victory.
- » **Victory Point Ticker**-This allows you to set the Victory Point win parameter at 250, 500, or 1,000 victory points.
- » **Starting Location**-Where you start on a map can be very important, especially for players with a certain style of gameplay. This allows you to set the starting locations as Fixed, or Random.
- » **Starting Resources**-Arguably the most critical parameter when setting up a game, the amount of resources one starts with can greatly affect the game's outcome. In this case you can choose between Standard and High Resources. The recommended way to play the game is with Standard Resources. High Resources should only be chosen when people want to jump directly into the game, bypassing the initial economic setup.

MULTIPLAYER

Multiplayer is the part of the Company of Heroes that many gamers are going to enjoy the most. After all, there is nothing like playing against other human beings when you want an all-out challenge. Multiplayer allows you to select either Online or LAN gameplay.



ONLINE

Online play requires a connection to the Internet, preferably a fast connection. When you select Online, the game immediately connects to Relic Online. At Relic Online, you will be able to play against gamers from all over the world.

LAN

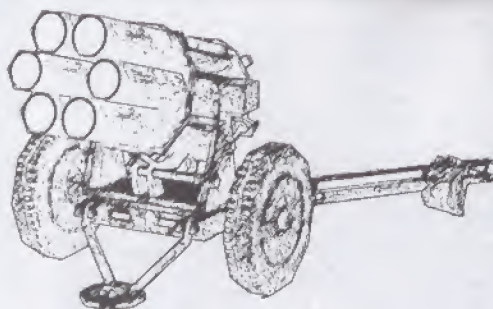
The LAN version allows you to play over a LAN (Local Area Connection) where you can battle with up to seven of your friends or colleagues. When setting up a LAN game, it is much like setting up a Skirmish game, where the various gaming parameters are set before the game begins.

MULTIPLAYER

Check out Chapter 6: Multiplayer for detailed information on the various maps and for tips and tricks for Multiplayer gameplay in Company of Heroes.







Screaming Mini
nebelwerfer?
6 rockets over
10 seconds-

Chapter 2:

Basic Training

This chapter looks at the guts of Company of Heroes. From the units for the Allied and Axis forces, to the individual weapons and how to use them properly, it's all here. We also examine gameplay issues such as resource acquisition and management, and the Command Trees so that you can use your Command Points so as to maximize your force's strength and effectiveness. This chapter also looks at basic infantry and armor tactics as well as base management, supply lines, and various other key concepts to help you come out on top in Company of Heroes. We would like to thank Quinn Duffy at Relic for providing Unit descriptions.

MEDICAL KIT

Medical Kits are important devices because when used they allow a squad to heal some of their wounds over a short period of time. When a squad is pinned down and has taken a great deal of hits so that most of the soldiers are nearing death, a Medical Kit can heal them up enough for them to either make a run at an escape or even perhaps Assault the enemy location that's pinning them down. Medical Kits have a lot of power over the course of an entire mission so don't hesitate to use them in order to save your squads.

Allied Units

This section examines the various units available to the Allied forces in Company of Heroes. Along with statistical information and a little history, this section also gives tips and strategies for using the various units.

ALLIED INFANTRY

The Allied Infantry include the likes of Paratroopers, Riflemen, Engineers, and even Mortar and Heavy Machine Gun Teams. This section looks at each of these units and their capabilities and benefits to the Allied forces.

ENGINEERS

Combat Engineers have a long and storied history dating as far back as Roman times, where they built encampments and carved roads through the known world. Apart from swapping shovels for entrenching tools, the role of the combat engineer has changed little in two millennia.



Armament: M3 Grease Gun Submachine gun, M2 Flamethrower

Range: Short

Abilities & Upgrades: Construction, Demolitions, Flamethrower, Mine detection, Repair, Cut Wire

Cost: 140

Population Cap: 3

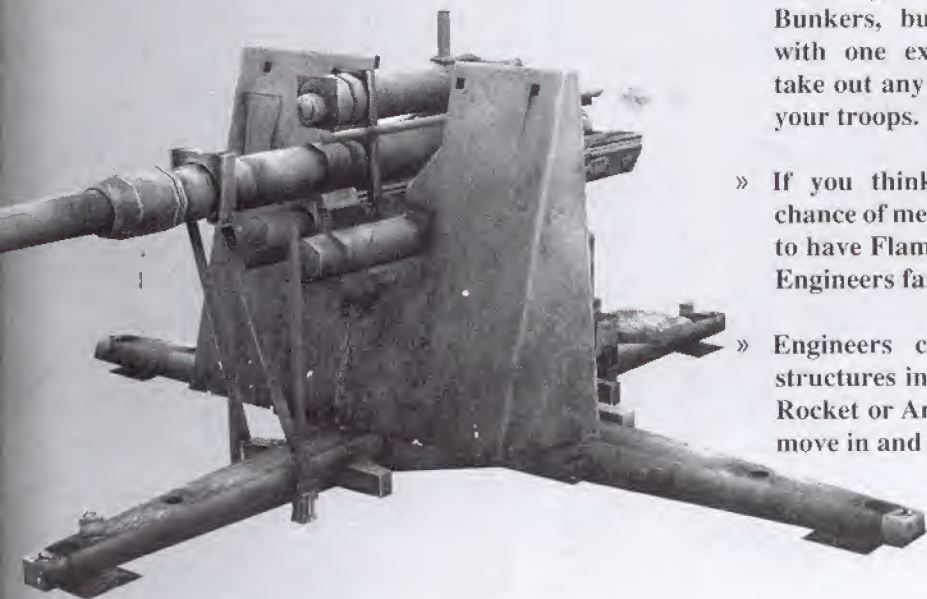


Engineer Upgrades: Flamethrower

Upgrading to Flamethrowers costs 50 Munitions, but the power and flexibility of the Flamethrower makes this upgrade well worthwhile. The Flamethrower is an excellent tool against enemy Infantry that are hiding in treed areas or buildings.

Engineer Upgrades: Minesweeper

These soldiers are not as effective as the Minesweeper that's attached to the M4 Sherman Tank, but they are an effective way to sniff out enemy mines nonetheless. The Minesweeper is an individual hand-held metal detector that can establish the presence of a Mine. The upside of the Minesweeper in Company of Heroes is that the Mines are automatically disabled when the sweeper is used on them.



Engineer Tips

The usefulness of Engineers cannot be underestimated. Their ability to build base structures alone makes them essential, but their various defensive capabilities just add to their effectiveness. Engineers can lay down Barbed Wire, Sandbag walls, Tank Traps, Mines, and they can even build defensive Bunkers that help immensely in defending key areas. Here are a few tips when using Engineers:

- » When faced with a fence or length of Barbed Wire that your troops cannot pass, use the Cut Wire ability of the Engineers to get past.



- » Always keep one or two groups of Engineers close to an armor group. Engineers can repair a damaged Tank from the scrap heap right back to a state of full repair, so having Engineers handy to help repair units during battles can save you countless resources and keep the enemy on their heels.
- » The Engineer's often carry Satchel Charges (SP only) which have the ability to destroy Bunkers, buildings, and even enemy Armor with one explosion. Use Satchel Charges to take out any enemy installation that's pestering your troops.
- » If you think your Engineer Squad has any chance of meeting the enemy, then upgrade them to have Flamethrowers. Flamethrowers give the Engineers fantastic anti-personnel capabilities.
- » Engineers can also repair buildings, so if structures in your base take serious hits from a Rocket or Artillery attack, have your Engineers move in and repair the damage.

RIFLEMEN

Infantry have two simple, but vital jobs—they attack, and they defend. The lowly infantryman has to perform these duties with the minimum amount of physical protection, and with relatively low-powered weapons. Versatility is the hallmark of the Rifleman; the M1 Garand Rifle, Grenades, and Browning Automatic Rifles are all weapons that the Rifleman uses with great effect.



Armament: M1 Garand Rifle, M1918 Browning Automatic Rifle

Range: Medium

Abilities & Upgrades: Defensive construction, Suppression Fire, Sticky Bombs, Grenades

Cost: 270

Population Cap: 6



Riflemen Upgrade: Browning Automatic Rifle

The BAR (Browning Automatic Rifle) was created by John Browning in the dying months of World War I, and was subsequently modified several times up until 1939 when the M1918A2 model was finalized. The Weight is nearly 9 kg and the BAR's magazine held 20 rounds.

The BAR is a very powerful machine gun that lays down enemies usually with one round. The trade off with the BAR is that it's very heavy and only contains 20 rounds per clip.



Riflemen Upgrade: Grenade

The MkII grenade earned its nickname from its distinctive shape—the grenade was segmented to encourage greater fragmentation upon detonation—and thus it became known as the 'Pineapple'. Grenades have very light explosive charges, and a relatively small effective range, but are effective against enemy troops in cover, or to force enemy troops out of a location.

In *Company of Heroes* grenades are best used to disrupt and confuse enemy groups long enough for your troops to storm the location. For example, if a group of enemies is firing an MG 42 and hiding behind a sandbagged area, toss a Grenade in to take out or injure one or two of the enemies, then storm the location while the enemy is trying to recover from the blast.



Riflemen Upgrade: Sticky Bombs

Sticky Bombs are basically the strongest bomb the Allies could find, then it was coated with a very sticky substance so that it would stick to whatever it was thrown at. The result was that Sticky Bombs could be thrown at an enemy tank, would stick to them and then blow up, doing plenty of damage. The usual tactic for Sticky Bombs was to throw it at the enemy armor's treads so as to disable the vehicle. In *Company of Heroes*, Sticky Bombs are *very* powerful and can take out a Tank with one or two hits! Use Sticky Bombs whenever you are otherwise unable to get AT support. The countdown timer on Sticky Bombs is five seconds.

Riflemen Tips

Riflemen are the backbone of the Allied Infantry forces. They are the basic unit that's most often used for defending an area, capturing a point, garrisoning a building or a Bunker, or just patrolling an area. This list gives you a few tips on how to use Riflemen to their full potential:

- » **Use Suppression Fire.** Suppression Fire is an ability where the Riflemen (assuming they have the BAR upgrade) fire quickly but inaccurately in an effort to get the enemy units to hit the dirt. Suppression Fire is best used when you want to move another unit across an enemy's line of fire.

For example, if you need to get Engineers to an enemy Bunker so that they can use their Satchel Charges, use Riflemen to suppress the enemy positions in an effort to keep the Engineers safe.

- » Don't underestimate the power of Sticky Bombs. These can take out an enemy Tank with one or two well-placed explosions. If you are otherwise without AT (anti-tank) support, use Sticky Bombs to save the day.
- » Grenades are your friend. Grenades don't do a heck of a lot of damage, but they generally can cause groups of enemies to scatter and hit the dirt when they go off, so using Grenades ahead of a 'rush' on an enemy position can greatly increase your chances of success.

Armament: M1 Garand Rifle, M1 Carbine, M1 Thompson Submachine Gun, M9 Bazooka

Range: Medium

Abilities & Upgrades: Fire Up, Grenades

Cost: 400

Population Cap: 6



Rangers Upgrade: Thompson (M1A1) Submachine Gun

The Thompson submachine gun is actually a descendant of the 'Tommy' guns from 1920s gangster movies. The Thompson was the standard machine gun for the US Army and served the troops well. With a weight of 4.8 kg the Thompson was heavier than the M1A1 Carbine, but with a much higher rate of fire. The one downside to the Thompson was that it wasn't particularly accurate over distance. The Thompson's effective range was around 50 meters.

Ranger Tips

Rangers are a solid group of Infantry that usually have Anti-Tank capabilities in the form of an M9 Bazooka. They are much like Riflemen or Paratroopers in their ability to capture enemy weapons, Strategic Points, and defend key areas. This list gives you a few tips on how to use Rangers to their full potential:

RANGERS

Formed in May of 1942, the initial Ranger battalions were modeled along the lines of the famous British Commando regiments. Soldiers were recruited from infantry regiments stationed in the UK, and trained with veteran members of the British Commandos.

Rangers were initially intended to be more of a reconnaissance type unit, but as WWII wore on they were increasingly used as assault troops meant to 'shock' the enemy with fast and powerful attacks.



- » Use the Ranger's Fire Up ability to break free of situations where the squad is pinned down. If you want the Rangers to storm a difficult enemy location, use Fire Up before they move out because when they are in this state they cannot be suppressed for a short period of time.
- » Pick up enemy weapons. When an enemy squad is killed off, they often leave behind a Mortar, an MG 42, or even a Panzerschreck anti-tank weapon. Pick these up and put them to good use whenever possible.
- » Use Grenades. Rangers have the ability to throw Grenades at enemy positions, and a well-placed Grenade can throw the enemy troops off long enough for the Rangers to overrun their position.

PARATROOPERS

Airborne infantry were utilized early in the war by Axis forces during the invasion of the island of Crete, in the Mediterranean. Allied forces saw the strategic benefits (even though they were not aware of the tactical failure), and followed suit by activating their own Airborne divisions. The famous 82nd and 101st Airborne Divisions began training on the US side, while Britain and Canada were represented on D-day by the British 6th Airborne division and 1st Canadian Parachute Battalion.



Armament: M1 Carbine,
M18 Recoilless Rifle

Range: Medium

Abilities & Upgrades: Fire Up,
Satchel Charges

Cost: 375

Population Cap: 6



Paratrooper Upgrade: Recoilless Rifle Package

The Recoilless Rifle package has as much power as the conventional anti-tank gun but fits it into the size of a Bazooka. The gun offsets traditional recoil by venting about half of the propellant to the rear of the weapon. This weapon saw limited use in WW2, but was able to provide light infantry with enough firepower to tackle tanks and buildings. This is an upgrade that is highly recommended since it obviously gives Paratroopers the ability to fight against units they would otherwise have to run from. Armored Cars are excellent opponents for Paratroopers with the Recoilless Rifle Package.

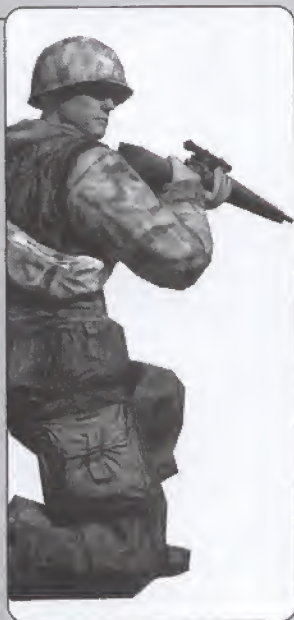
Paratrooper Tips

Like Rangers and Riflemen, Paratroopers are a versatile group of soldiers that can grab enemy weaponry as well as fight with their own equipment. Here are some tips on how to maximize the effectiveness of Paratroopers:

- » Paratroopers have the unique ability to replenish fallen soldiers by simply 'calling them in' after a soldier dies. What happens then is an Allied aircraft flies overhead and parachutes in another Paratrooper to take the place of the fallen soldier.
- » Increase your forces by capturing enemy weaponry. If you have a group of six Paratroopers and you see an enemy Mortar sitting unoccupied, order your Paratroopers to capture the Mortar. What happens is the Paratrooper squad breaks into two groups of three, with three of the soldiers manning the Mortar while the other three remain as Paratroopers. You can now call in three more Paratroopers to replace the ones that became the Mortar crew! In this way you can expand your forces without having a Barracks close.

SNIPER

The Sniper is the 'Lone Wolf' of the battlefield. They move around carefully, stealthily, looking for enemies to pick off one at a time with their high-powered weaponry.



Armament: M1903 Springfield Rifle

Range: Long

Abilities & Upgrades: Camouflage

Cost: 340

Population Cap: 4



Sniper Ability: Camouflage

This is a unique ability in that it camouflages the Sniper so well that he's effectively invisible to the enemy troops around him. In Company of Heroes this gives the Sniper the ability to move into position to take out several enemies before they even know what's happening!



Sniper Tips

Snipers are unique individuals that operate by their own set of rules. Here is a list of tips and strategies for making the most of the Sniper, who is a relatively costly unit:

- » Use Camouflage to get into position, then open fire and take out as many enemies as possible.
- » If Snipers have a shot, they always take it! For this reason it can sometimes be important to use the "Hold Fire" ability as the Sniper gets close to enemy targets. It's best to hang back and let the enemies wander into the Sniper's line of sight than for the Sniper to fire several ineffective shots that give his position away.
- » Snipers are revealed briefly when they fire their weapon (even if they are camouflaged), so it's important to keep Snipers in areas that are hard to see in the first place. Tall places give the best lines of sight, but unassuming piles of rubble also can make good Sniper nests.

Springfield Rifle

Length 46.25 inches

Weight 9 lbs. 10 oz

Feed System 5 round integral magazine, single feed

Operation Turn-bolt

Caliber .30in

The Springfield M1903 was made by U.S. Rifle. A .30 caliber rifle, the Springfield has a magazine of five rounds and weighs 3.9 kg. Most Springfields were equipped with M73B1 2.5x telescopic sights which made them excellent for picking off enemies from great distances.

HEAVY MACHINE GUN CREW

This is a group of men (three in all) who tote around a Browning M1917A1 Heavy Machine Gun, set it up and use it to keep enemy Infantry from getting anywhere close! The water-cooled .30 Cal HMG was a monster on the field of battle, because of its ability to laydown sustained fire.



Armament: M1917A1 Browning .30 Caliber Heavy Machine Gun, M1 Carbines

Range: Long

Abilities & Upgrades: Armor Piercing Rounds

Cost: 240

Population Cap: 3



Heavy Machine Gun Crew Ability: Armor Piercing Rounds

Armor Piercing Rounds give the .30 Cal gun the ability to pierce light armor such as that armor found in Halftracks, Armored Cars, and even the front plating of AT Guns. Unfortunately these rounds are not effective against heavier armor, but beggars can't be choosers!

Heavy Machine Gun Crew Tips

Heavy Machine Gun Crews are critical to your success in Company of Heroes. Their uses are many and without these units many missions would be de facto impossible to succeed. The following is a group of tips and strategies for using Heavy Machine Gun crews effectively:

- » **Crossfire!** The most effective use of these crews is to set them up in crossfire situations where their lines of sight overlap in key areas. The result of this is that the enemy attempts to move up with Armored Cars, Halftracks, or even Infantry and your .30 Cal crews can both fire simultaneously on the enemy positions, causing them huge amounts of damage.
- » **Early Defense.** When playing in multiplayer action, setting up .30 crews in open areas is a highly effective way to deterring your enemies from attempting to even come close to your territory. The power of this gun is enough that any enemy Infantry or motorcycles that come close risk certain death.
- » **When setting up defenses** the .30 Cal gun should be set up along side an AT Gun. With this combination you have the best of both worlds—a gun to deal with the Infantry and an AT Gun to hit any armor that shows its face.



MORTAR TEAM

The M2 60mm mortar was a crew-served weapon that found great use in the Allied armies where a liberal application of these small mortars offered good fire support out to ranges of about 900 yards. A mortar has a high angle of fire so it can fire its small bombs over walls, buildings, and nearly any terrain making it a powerful tool against any type of enemy unit. The downside to Mortar Teams is that their attacks are fairly inaccurate, but the power and flexibility (and mobility) of Mortar Teams outweighs the limitations imposed by poor accuracy.



Armament: M2 60mm Mortar, M1 Carbines

Range: Long

Abilities & Upgrades: Armor Piercing Rounds

Cost: 280

Population Cap: 3



Mortar Team Ability: Mortar Barrage

Using this ability causes the Mortar Team to fire a quick barrage of high explosive M49 mortar rounds into an area as ordered. This is an excellent tool for attacking units that are grouped closely together, be they Infantry or Armor.



Mortar Team Ability: Smoke Rounds

Smoke Rounds are smoke canisters that create a significant 'wall' of smoke that make it impossible for the enemy to see through it. The upside of this is that you can use Smoke as cover for your troops as they cross open ground or attempt to get close to the enemy positions.

Mortar Team Tips

Mortars are great weapons, but only if used properly. One has to understand the limitations of Mortars, but once you know fully what the Mortar can and cannot do, it becomes a valuable member of your army. The following are some key tips for using the Mortar Teams in Company of Heroes:

- » Barrage enemy bases whenever possible. Remember that you don't necessarily have to be able to see where the Mortar Team is firing in order to fire there. Line of sight is not a prerequisite, so if you know there's a Strategic Point and possibly some enemy units and/or a Bunker, fire a Barrage into the location in an attempt to soften up the defenses before your troops move in themselves to capture the area.
- » When moving up through enemy territory, keep Mortar Teams at the back of your troop column. Mortar Teams can always help out by bombarding enemy positions that are giving you trouble, and they are so mobile that you can always work to get them into superior positions that are both advantageous in terms of attack position, and are also safe from enemy fire.
- » Any time your units must cross a relatively open area of ground they are susceptible to being destroyed. Lay down a layer of smoke as close to the enemy positions as possible before you begin to move across the space. Remember, if the enemy can't see you, they are going to have a hard time hitting you!

ANTI-TANK GUN CREW

Built under license from the design of the British 6pounder, the M1 57mm Gun could blast through a very credible 75mm of 30 degree sloped armor at 1000m. A flat trajectory, high velocity, and an experienced crew led to fast and accurate fire that could destroy most enemy tanks within a few seconds. In Company of Heroes the Allies use this AT Gun with great effect.

Anti-Tank Crew Ability: Armor Piercing Shells (APS)

The normal shells supplied to the M1 were certainly effective against enemy armor, but the Armor Piercing Shells increase armor penetration considerably, reducing the number of hits necessary to destroy an enemy unit.

Anti-Tank Team Tips

The use of the AT Gun is fairly self evident, but there are a few tips which can help you use this weapon with more success in Company of Heroes:

- » Defend your base with AT Guns. While it can be tempting to use Tanks to defend your base (or any other area you want to defend), be secure enough in the ability of AT Guns that they can handle enemy armor by themselves.

- » Use AT Guns on roads. If you want to defend a road, place two AT Guns on either side of a road so that they have similar lines of sight, thereby putting any enemies that come down the road in a deadly crossfire.

Armament: M1 57mm AT Gun, M1 Carbines

Range: Long

Abilities & Upgrades: APC Shells

Cost: 310

Population Cap: 3



HOWITZER CREW

Artillery is the Queen of the Battlefield; massive destructive power and the versatility to engage infantry, vehicles, armor, and defenses. Weapons like the howitzer proved capable of accurately firing a 35lb (15kg) high explosive shell out to distances greater than 11,500 yards. Howitzers have intense power that can lay waste not only to enemy Infantry but also can take out enemy armor.

Howitzer Ability: Howitzer Barrage

The howitzer crew can be ordered to fire a quick barrage into any area ordered. A quick barrage of 105mm High Explosive Shells is ordered and a rain of shells comes down on the enemy positions. The power of this attack cannot be understated, after all there are few units in the game that can withstand a direct hit from a Howitzer Barrage.

Armament: M2A1 105mm Howitzer, M1 Carbines

Range: Very Long

Abilities & Upgrades: Howitzer Barrage

Cost: 450, 75 Fuel

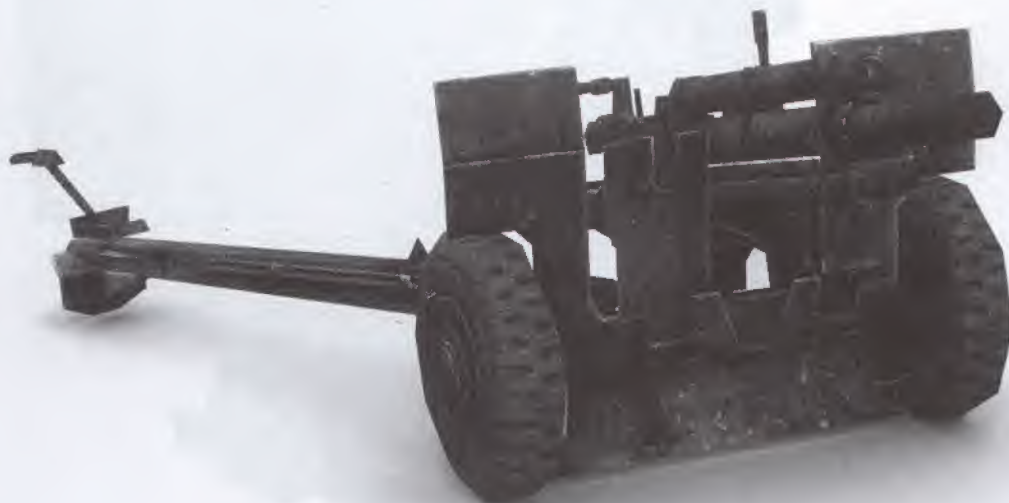
Population Cap: 3



Howitzer Crew Tips

The Howitzer is one of the most powerful artillery batteries in the game. When used properly, its effectiveness is unrivaled. The following are some tips for using the Howitzer:

- » Any time you see an enemy group that's huddled close together, launch a Howitzer Attack or better yet a Barrage on the enemy position. In a tight mission such as the protection of Hill 192, a Howitzer can do huge amounts of damage to the enemy.



ALLIED VEHICLES

The Allied Vehicles are just as important as their infantry counterparts, indeed it is the Vehicles that allow you to create 'attack groups' that can sweep through enemy territory and flush out the enemy presence.

JEEP

The GPW was a 1/4 ton 4x4 designed by the American Bantam Car Company and built in large numbers by manufacturers such as Willys and Ford. Given the affectionate nickname of the 'jeep', this ubiquitous vehicle was found in dozens of roles and variations—for scouting and reconnaissance, as a command car, for carrying cargo, or for transporting weapon teams.

Armament: .30 Cal Light Machine Gun

Speed: 50 mph

Abilities: High detection radius for camouflaged enemy Snipers

Cost: 220

Population Cap: 3



Jeep Details

The Jeep is a fast and effective reconnaissance vehicle. It is capable of moving around the map quickly and is capable of doing significant damage to enemy infantry. The .30 Cal gun on the Jeep makes it a mobile machine gun battery, but the armor on this vehicle is so light that any significant amount of damage from a Machine Gun or AT weapon can destroy the Jeep quickly.



M3 HALFTRACK

The M3 Halftrack was a 9 ton vehicle used as a troop transport and as a mount for various weapon systems. The M3 was a very versatile vehicle that could carry a squad of infantry and was typically armed with a .50 caliber M2 machine gun for some fire support. Bullet-proof windows, shutters, and armor plate up to half-inch (12mm) thick protected troops inside from light weapon fire, but the M3 was vulnerable to cannon and tank fire.

Armament: .50 Cal Machine Gun

Speed: 45 mph

Abilities: N/A

Cost: 220, 20 Fuel

Population Cap: 4



M16 Upgrade

The Halftrack can be upgraded with quad .50 cal machine guns. This should be done as quickly as possible, as this vehicle becomes immensely more effective.

Halftrack Details

The Halftrack is an effective troop carrier that can be used as an effective tool for moving your Infantry around the map with some protection from enemy MG fire. The M3 is best used in situations where the enemy Infantry presence dominates because the Halftrack's light armor makes it very prone to AT attacks.



M8 ARMORED CAR (GREYHOUND)

The M8 Armored Car (called the Greyhound) is a lightly armed and armored vehicle that was originally intended as a fast tank destroyer. The small 37mm 'anti-tank' gun was, however, pitifully inadequate against most tanks. The gun proved sufficient against most other targets and the coaxial machine guns plus an available .50 caliber machine gun, combined with speed, and moderate armor protection established a well-deserved reputation. In the end the M8 was used mostly for reconnaissance in WWII.

Armament: .50 Cal Machine Gun, 37mm Main Gun, .30 Cal coaxial

Speed: 55 mph

Abilities & Upgrades: .50 Cal turret machine gun, Armored Skirts, Mine Drop

Cost: 280, 30 Fuel

Population Cap: 3



M8 Details

The M8 is the fastest vehicle in the Allied arsenal, and as such it's an excellent tool for reconnaissance. Its has more significant armor than the Jeep making it a great tool for moving around the map to take out pockets of enemy Infantry, and they can even be used to take out enemy Armor if you have a group of three or four Greyhounds grouped together. If you have some extra Munitions you can upgrade the M8's gun and put some more armor around it to buff up its defensive characteristics. The Mine Drop ability allows the M8 to drop powerful Mines that can stop enemy armor dead (literally) in its tracks. When Engineers are scarce, the M8 can be a great tool for laying Mines.



M4 SHERMAN TANK

As the U.S. entered World War II, it did not actually have a modern battle tank in production. Rather than spend extra resources and time developing an uber-tank, the U.S. instead decided to build larger numbers of an average, but reliable tank. Their choice was the Sherman M4.

In terms of the technology of the day, the Sherman was relatively simple. However, this simple technology meant that the Sherman was very reliable, especially when compared to the German tanks of the day. The Sherman M4 weighed in at a relatively (compared to the Tiger) light 32 tons, had a standard crew of five men, and had a top speed of 29 mph. The Sherman also had a reasonable range as it could carry enough fuel to move 100 miles.



When placed head to head against the German battle tanks, the Sherman M4s were badly outclassed. First, they had smaller guns (75mm) that were unable to pierce the armor of many of the German tanks. Second, they were relatively lightly armored and could not stand up to the power of the Tiger's 88mm gun. The Sherman's real benefit came in its numbers.

M4 Sherman Details

This is the bread and butter of the Allies Tank forces in Company of Heroes. A fully upgraded Sherman can go toe to toe with the Panzer IVs reasonably well, but a Panther outclasses the Sherman significantly. The best way to overcome the Sherman's shortcomings is to use them in groups so that you always have an advantage over the enemy. When approaching an enemy location using Smoke Canisters can disguise the Sherman's position, thus protecting it from direct enemy fire for a short time.

Armament: .50 Cal Machine Gun, 75mm Main Gun, .30 Cal coaxial, .30 Cal hull gun

Speed: 29 mph

Abilities & Upgrades: .50 Cal turret machine gun, Crab Mine Flail, 76mm M1 Gun Upgrade, Smoke

Cost: 420, 90 Fuel

Population Cap: 8



When a Mine Flail is attached to the M4 it can be toggled on to sweep the area in front of the Sherman to clear away enemy Mines. Basically the Flail is a series of long chains that whip around and flog the ground in front of the Tank, blowing up any Mines that are laid there.



M4 SHERMAN FLAMETHROWER (CROCODILE)

The Crocodile is an M4 Sherman Tank with a Flamethrower replacing the vehicle's main gun. The result is a powerful flame-throwing tank that sends fear into the hearts of enemy infantry wherever it goes. Use the Crocodile to root out enemy troops in bushes, forests, Bunkers, and even buildings, but don't waste too much time fighting enemy Heavy Tanks with it.

Armament: Flamethrower

Speed: 29 mph

Abilities & Upgrades: Bulldozer

Cost: 320, 110 Fuel

Population Cap: 8



Crocodile Details

In the missions and maps where hedgerows are a part of the equation, the Bulldozer upgrade on the Crocodile allows you to clear paths through the hedgerows thus creating pathways you would otherwise not have access to. The Crocodile is the best choice for this ability because it can fry the enemy Infantry as it plows through the hedgerows clearing a path for the Allied units behind it.

The Crocodile is best used against Infantry and Infantry which are ensconced in buildings, Bunkers, or trenches. Use the Flamethrower to effectively burn out Infantry in large numbers, but be aware that the Crocodile's powerful flame is not of much use against enemy heavy armor.



M4 CALLIOPE

The addition of the T34 Calliope Rocket Launcher to the M4 enabled incredible saturation bombardment of a large area of ground. Sixty 4.5 inch rockets were mounted above the turret, and could be unleashed in furious ripple fire lasting several seconds. The launcher was aimed by the main gun, but the tanks often parked on the sides of hills or in ditches to increase the elevation of the rocket launcher.

Armament: 60 6" Rocket Tubes

Speed: 29 mph

Abilities & Upgrades: Rocket Barrage

Cost:

Population Cap: 10



Calliope Details

The Calliope is an M4 Sherman Tank with a 60 rocket tube apparatus mounted with its turret. The Calliope could fire a barrage of rockets on the enemy and befuddle and heavily damage them in a short period of time, and there is no exception to this rule in Company of Heroes. Use the Calliope's Rocket Barrage to blast the enemy units with a huge salvo of rockets. While the Rockets are not particularly accurate, there are so many that generally speaking there is enough contact to have success.



M10 TANK DESTROYER (WOLVERINE)

Lighter and cheaper than an M4 Sherman, the M10 mounted a powerful 3 inch (76mm) antitank gun in an open turret. Until the 76mm Shermans arrived the M10 was one of the few tanks in the Allied arsenal capable of effectively destroying Axis armor. The Wolverine's speed and mobility enabled shoot and scoot tactics—firing at an enemy tank and reversing out of sight before he could respond in kind.

Armament: 76mm High Velocity Gun

Speed: 30 mph

Abilities & Upgrades: N/A

Cost: 300, 60 Fuel

Population Cap: 6



Wolverine Details

The Wolverine is a powerful Anti-Tank weapon, but its open turret makes it particularly susceptible to many enemy attacks such as Flamethrowers, small arms fire, Grenades, and even Mortar attacks. Still, its relatively low cost and serious gun power make it a good choice when you need a mobile weapon to take out enemy Tanks.



M26 PERSHING

Bureaucratic vagaries and, perhaps, a failure to acknowledge the superiority of the heavy Axis tanks kept the Pershing from being deployed in the European Theatre in anything but tiny numbers. Designated a heavy tank at a weight of about 42 tons, the Pershing with its 90mm main gun (compared to the Sherman's 75mm) matched up more favourably in terms of protection and firepower to the Panther and Tiger.

Front armor protection exceeded the Tiger's by a comfortable margin, but the 90mm gun still failed to match the famous 88mm for tank killing power. The M26 acquitted itself reasonably well in combat, but saw action in such limited numbers that its overall lack of impact was never in doubt.

Armament: M3 90mm High Velocity Gun,
.30 cal coaxial, .30 cal Hull.

Speed: 20 mph

Abilities & Upgrades: N/A

Cost: 900

Population Cap: 14



Pershing Details

The Pershing is a very expensive tank, but it's heavily armored and can dish out immense punishment with its 90mm cannon. The Pershing is the tank of choice when fighting against the Tiger Ace, but you must use the Commander Tree Armor Company area to gain access to it.



Axis Units

This section examines the various units available to the Axis forces in Company of Heroes. Along with statistical information and a little history, this section also gives tips and strategies for using the various units discussed.

AXIS INFANTRY

The Axis Infantry is similar to the Allied Infantry, but as one might expect there are some variations that make the Axis troops different and more powerful in some respects while being less effective in others.

PIONEERS

Axis combat engineers were known as Pioneers and were specialists in building structures, heavy fortifications, and defenses, repairing damage vehicles, and utilizing assault flamethrowers.

Armament: MP40 Submachine Gun,
Flammenwerfer 42 (Flamethrower)

Range: Short

Abilities & Upgrades: Construction,
Demolitions, Flamethrower, Mine detection,
Repair, Cut Wire.

Cost: 140

Population Cap: 2



Pioneer Upgrades: Flamethrower

Like other Flamethrowers, the Flammenwerfer is effective against any Infantry group that's behind cover, be it outside or be it in a building or Bunker. This weapon has a short range, but it can really do the trick if you can get the Pioneers close enough to the enemy Infantry.

Pioneer Upgrades: Minesweeper

Much like the Allied version of this ability, the Minesweeper allows the Pioneer to spot the Mine and then disable it in one fell swoop. The Pioneer is, of course, open to enemy fire while he's looking for Mines, but sometimes it's important to clear a Minefield in order to make it safe for your troops to move through an area.

Pioneer Tips

The Pioneers abilities are key to the success of the Axis troops in Company of Heroes. The following are a few tips that are important to know when using Pioneers:

- » When faced with a fence or length of Barbed Wire that your troops cannot pass, use the Cut Wire ability of the Pioneers to get past.
- » Always keep one or two groups of Pioneers close to an armor group so that they can repair any damage incurred during battle.
- » If you think your Pioneer Squad has any chance of meeting the enemy, then upgrade them to have Flamethrowers. Flamethrowers give the Pioneers a great anti-personnel capability.
- » Use Pioneers to sweep for Mines if you are trying to move any Armor or other vehicles up a road that you are unsure of.

VOLKSGRENADIERS

Volksgrenadier units were amalgams of a diverse cross-section of German culture— young, old, veteran, recruit—as well as other military branches like the Luftwaffe and Kriegsmarine that were stripped to feed the combat units. These sometimes poorly trained troops were usually organized around a cadre of tough veterans to lend direction and some practical combat experience. Favoring defense over offense, but still powerfully armed, the Volksgrenadier soldier embodied the last gasps of an Axis army that was in its death throes, but still dangerous.

Armament: Kar98k Rifle, MP40 Submachine Gun

Range: Medium

Abilities & Upgrades: Panzerfaust, Assault, Medical Kit

Cost: 280

Population Cap: 5



Volksgrenadier Upgrade: MP 40 Machine Gun

Designed to be very economical to produce, this was the most common machine gun for the Germans in WWII. It was a well-made gun that probably inspired the British Sten gun, and it had some revolutionary features (for its time) like a folding shoulder rest. The MP 40 (Machenin Pistole 40) used 9 mm ammunition and could hold 32 rounds per clip, and at 4 kg (unloaded), it was heavier than other machine guns. The MP 40 could fire 500 rounds per minute and had an effective range of about 100 meters.



Volksgrenadier Ability: Panzerfaust

The Panzerfaust (literally 'Tank Fist') was an inexpensive anti-tank weapon used by the Germans in World War II. It's estimated that over a million of them were made, with many of them being distributed to civilians near the end of the war. The Panzerfaust was basically a rocket propelled grenade that had an explosive warhead equivalent to about 2 kg of TNT. The Panzerfausts had writing on them that warned of the large fire jet that shot out of the back end of it when fired.

So powerful was that jet that the Panzerfaust could not be fired at all in close quarters, meaning that the German soldiers had to move away from buildings to let loose with them. Notoriously inaccurate, the Panzerfaust was nevertheless an extremely effective and inexpensive anti-tank weapon.



Volksgrenadiers Ability: Assault

Like other Axis units, Volksgrenadiers can be ordered to Assault enemy targets. Commander training is required for the Assault ability, but when the training is in place the can then 'assault' the enemy by tossing in Grenades at the enemy position and then storming the position.

Volksgrenadiers Tips

Volksgrenadiers are a key unit in the Axis forces, and their ability to carry the very effective Panzerfausts with them wherever they go makes them a danger to virtually every enemy unit in the game.

- » Use the Volksgrenadiers to capture enemy weapons whenever possible.
- » Use the Volksgrenadiers' Medical Kit to heal up soldiers that are near death.

GRENADIERS

The Grenadier squads were built around the MG42 light machine gun providing fire support, and such was the demand of this weapon for bullets that the remaining soldiers became heavily armed ammunition bearers for the MG 42 wielding soldiers. Axis grenadiers were often hardened troops, many with years of combat experience earned in bloody clashes over the previous 5 years of World War II.

Armament: Kar98k Rifle, MG 42 Light Machine Gun, Pzpb 54 Panzerschreck

Range: Medium

Abilities & Upgrades: Defensive construction, Assault, Grenades, Medical Kit

Cost: 300

Population Cap: 8



Grenadiers Upgrade: MG 42 Light Machine Gun

Developed in 1942 by the German company Metall und Lackierwarenfabrik Johannes Grossfuss AG, there were no less than 400,000 of these weapons produced during WWII. This design was so superior, that the MG 42 is still made today. The MG 42 is fully automatic, has a rate of fire of 1500 rounds per minute, weighs between 11 kg and 32 kg (depending on the tripod used), and feeds ammo via a continuous belt feed system. MG 42s were/are portable, powerful, and very reliable. It alone gave the German army a distinct advantage in defending territory.

Grenadiers Upgrade: Panzerschreck

The Panzerschreck (literally translated as 'Tank Terror') was a reusable anti-tank weapon with a rocket propelled grenade. The Panzerschreck fired a Rocket-Propelled 88mm grenade over longer distances than the M9 Bazooka or the Panzerfaust, making it one of the best mobile anti-tank weapons in WWII. In Company of Heroes this is an upgrade that should be high on your list since the Panzerschreck is capable of taking out enemy tanks all by itself!

Grenadiers Ability: Assault

Axis units can be ordered to Assault enemy targets. Although Commander training is required, when the training is in place the Grenadier squad starts by throwing several Grenades at the enemy before it charges the enemy target. Since the Assault is managed by a simple point and click as to where you want to attack, it takes away some of the micromanagement of an Assault attack, thus giving you more time to bring up other units to support the Assault.

STORMTROOPERS

Operating under a unique command structure from the Wehrmacht, Stormtrooper divisions were really the armed wing of the political movement in Germany. Stormtroopers were often first in line for the best equipment as well, so that MP44 assault rifles could be issued to these squads, giving them powerful firepower and a devastating effect.

Armament: Kar98k Rifle, MP 44 Assault Rifle, Panzerschreck

Range: Medium

Abilities & Upgrades: Camouflage, Assault, Bundled Grenades, Medical Kit.

Cost: 400

Population Cap: 8



Stormtroopers Upgrade: MP 44 Assault Rifles

The MP 44 (Machenin Pistole 44) is considered by many to be the first 'assault rifle', and was developed in 1943 in Germany. A powerful weapon that fired 7.92mm rounds, the MP 44 had a lot of stopping power but was a very heavy gun at 5.2 kg empty. Still, this was the weapon of choice for many. Upgrading to this weapon gives the Stormtroopers a more powerful punch when fighting against other Infantry.

Stormtroopers Upgrade: Panzerschreck

The Panzerschreck (literally translated as 'Tank Terror') was a reusable anti-tank weapon with a rocket propelled grenade. The Panzerschreck fired a Rocket-Propelled 88mm grenade over longer distances than the M9 Bazooka or the Panzerfaust, making it one of the best mobile anti-tank weapons in WWII. In Company of Heroes this is an upgrade that should be high on your list since the Panzerschreck is capable of taking out enemy tanks all by itself!

Stormtroopers Ability: Assault

Axis units can be ordered to Assault enemy targets. Although Commander training is required, when the training is in place the Stormtrooper squad starts by throwing several Grenades at the enemy before it charges the enemy target. Since the Assault is managed by a simple point and click as to where you want to attack, it takes away some of the micromanagement of an Assault attack, thus giving you more time to bring up other units to support the Assault.

Stormtroopers Ability: Camouflage

Stormtroopers are issued with unique camouflage combat smocks that give them a reasonable degree of stealth. Not as efficient as snipers at camouflaging, Stormtroopers can hide reasonably well and can pop out and surprise enemy troops quickly, effectively destroying them. When in Camouflage mode it's also important to use the 'Hold Fire' ability so that the Stormtroopers don't give their position away.

KNIGHT'S CROSS HOLDERS

These men were the military equivalent of rock stars and celebrities and as propaganda tools, they often provided great benefit. Soldiers aspired to win a Knight's Cross or die trying. These veteran troops are well-armed with MP44 assault rifles, and are capable of taking on much larger numbers of Allied troops. Note that the Knight's Cross was the highest award for Combat bravery in the German army, so these troops, by definition, are brave and already have significant combat experience.

Armament: MP 44 Assault Rifles

Range: Medium

Abilities & Upgrades: Assault, Medical Kit

Cost: 390

Population Cap: 6



Knight's Cross Holders Ability: Assault

Like the Stormtroopers and Grenadiers, the Knight's Cross Holders can be ordered to Assault enemy targets. Like the other units, the Knights Cross Holders squad starts by throwing several Grenades at the enemy before it charges the enemy target.



OFFICER

Armed with a semi-automatic Luger pistol, the officer is not a unit for intense combat, but rather his abilities lie in managing his forces and calling in Artillery Strikes. Axis officers were usually honorable representatives of a long-standing military tradition, and kept a tight rein on their command.

Armament: Luger pistol

Range: Short

Abilities & Upgrades: Rout Enemy, Supervise, Observed Fire

Cost: 340

Population Cap: 2



Officer Ability: Observed Fire

This is a unique ability that allows the Officer to call down a short but powerful Artillery Barrage on a selected area of the battlefield. The only catch to this is that the Officer must have a line of sight on the spot he wants to barrage. For this reason it can be a good idea to place Officers in high places with long, open lines-of-sight.

Officer Ability: Supervision

This is another unique ability that allows the Officer to improve the efficiency of production facilities. That is to say that Armor and other units can be created faster when an Officer with Supervision is present. This isn't critical in itself, but over the course of a long game it can make a significant difference in the number of troops created.

Officer Ability: Rout Enemy

This is an upgrade that gives the Officer the ability to convince the enemy troops that the time is right to Retreat! Not something that is often used, Rout Enemy can make a huge difference to a battle situation if an Allied Squad is about to capture a key point and is forced to turn back.

SNIPER

Like the Allied sniper, well-trained and well-armed Axis snipers had a potent effect on Allied soldiers. The impression of Allied soldiers was that every tree, every dip in the ground, every tower, and every farmhouse harbored an Axis Sniper.

Armament: G43 Semiautomatic Rifle

Range: Long

Abilities & Upgrades: Camouflage

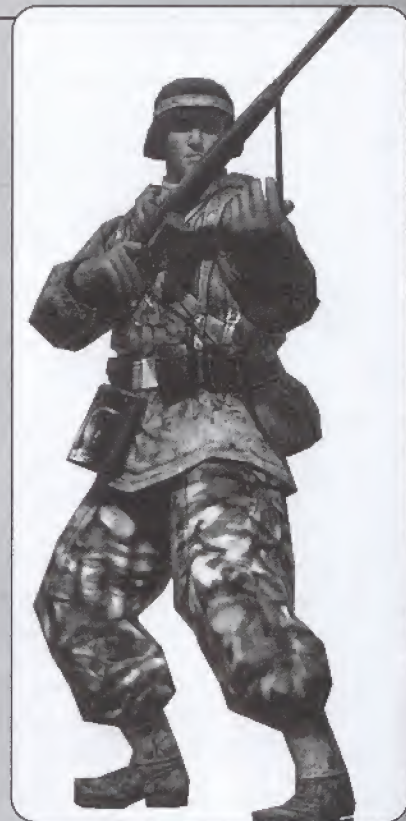
Cost: 340

Population Cap: 4



Sniper Ability: Camouflage

With Camouflage the Sniper has the ability to effectively 'disappear' from sight of the Allied troops. Along with the 'Hold Fire' ability a Sniper can sneak to a key position that's gives him a line of sight on several Allied troops, then pop out of his camouflaged state and take out several troops with single shots.



MORTAR SECTION

The Axis mortar was heavier weapon than the Allied 60mm mortar, and could fire a larger bomb over a longer distance. The principle of a mortar is based on simplicity—a tube, a base plate, and a bomb—but the fast fire rate and a relative power makes this weapon a favorite for infantry support. The Mortar can effectively inspire terror, take out Infantry, stun opponents, damage or destroy Armor, and bring down buildings. It's truly an all-in-one weapon.

Armament: 8cm Mortar, MP40 Submachine Gun

Range: Long

Abilities & Upgrades: Smoke Shell, Mortar Barrage

Cost: 270

Population Cap: 3



Mortar Team Section: Mortar Barrage

The mortar crew fires a quick barrage of high explosive 8cm mortar rounds into an area to create a powerful attack against massed troops or enemy Armor. It's also a great tool for damaging or bringing down buildings. If you can get close enough to an enemy base, you can actually destroy some of the base's buildings with repeated Mortar attacks (that's assuming that the Allies don't come and hunt down the Mortar crew first).



Mortar Team Section: Smoke Shell

Smoke Rounds are smoke canisters that create a significant 'wall' of smoke that make it impossible for the enemy to see through it. The upside of this is that you can use Smoke as cover for your troops as they cross open ground or attempt to get close to the enemy positions.



MG 42 CREW

The MG 42 is fully automatic, has a rate of fire of 1200 rounds per minute, weighs between 11 kg and 32 kg (depending on the tripod used), and feeds ammo via a continuous belt feed system. Because of its ability to keep an enemy pinned down, it is perfect for suppression and movement. Setting two MG 42s in a crossfire allows for a strong defense against lightly armored cars and infantry.

Range: Long

Abilities & Upgrades: None

Cost: 260

Population Cap: 3



PAK 38 AT GUN

The Pak 38 (Panzerabwehrkanone 38) was a 50mm Antitank gun with a good rate of fire and a very high muzzle velocity that could penetrate a significant amount of armor. Tungsten-cored shells added even more penetrating power to the weapon, so while smaller than the Allied 57mm M1, its performance was comparable. The Pak 38 is a powerful AT Gun that is very capable of defending Axis bases and destroying the Allied Sherman Tanks. The key is to ensure that the Pak 38s don't fall into enemy hands!

Armament: 50mm AT Gun, P08 Luger

Range: Long

Abilities & Upgrades: Camouflage

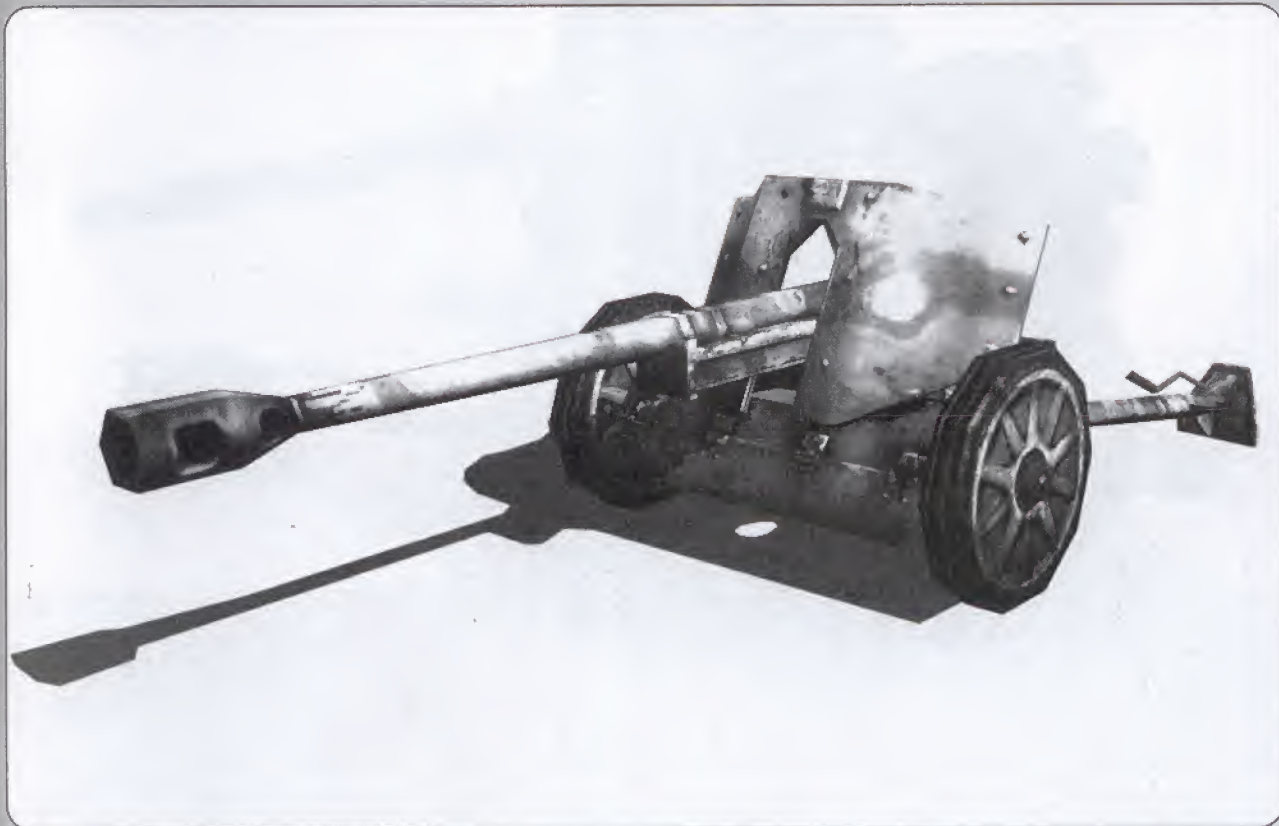
Cost: 310

Population Cap: 3



Pak 38 Crew Ability: Camouflage

Axis Pak 38s can be camouflaged by their crews. This ability obviously give the Axis a powerful first-strike capability against enemy units that are moving toward Axis positions. Set up a series of Camouflaged Pak 38 AT Guns on an approach to your base and wait for the Allies to show up. Be sure that you use Hold Fire in conjunction with Camouflage or you can end up disappointed.



NEBELWERFER CREW

Six 33 kg rockets can be fired from the Nebelwerfer 41 in under 10 seconds. The rockets made an ear-shattering screech, leading Allied troops to nickname the weapon the 'Screaming Mimi'. While the range and accuracy didn't match conventional artillery, these weapons were light and inexpensive to produce. While the Nebelwerfer could rain down a lot of destruction very quickly, it also produced a lot of smoke, making its location visible and therefore susceptible to counter-battery fire from longer range allied artillery.

Armament: 150mm Rocket Launcher, MP40 Submachine Gun

Range: Very Long

Abilities & Upgrades: None

Cost: 385

Population Cap: 5



Nebelwerfer Ability: Fire Barrage

This ability causes the Nebelwerfer crew to fire six 150mm rockets rapidly at the chosen area. While not accurate, there is usually enough area-of-effect damage to clear out many of the Allies you were attacking.



FLAK 88MM GUN CREW

One of the most feared weapons in the German arsenal. The 88 mm Flak Gun was so versatile that it was used as both an anti-tank weapon and for anti-aircraft duties. In some instances the 88 was even used for anti-personal attacks in urban areas.

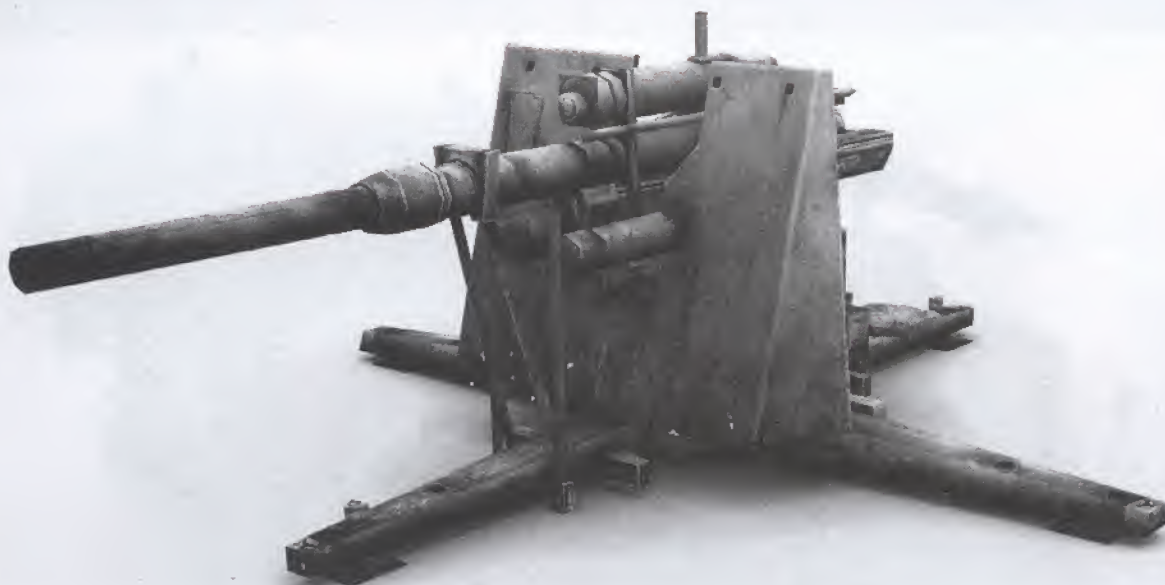
Armament: Flak 36 88mm, MP40
Submachine Gun

Range: Very Long

Abilities & Upgrades: None

Cost: 400, 75 Fuel

Population Cap: 11



MOTORCYCLE

The motorcycle was used as a reconnaissance vehicle as well as for riding dispatches between headquarters and field units when radios or telephones had failed. The side car allowed for a gunner and an MG42 light machine gun to be fitted, so with this configuration the Motorcycle could really do some serious damage to enemy Infantry. Of course, a motorcycle is not exactly well armored, so it is very susceptible to enemy fire.

Armament: MG 42 Light Machine Gun

Speed: 30 mph

Abilities & Upgrades: N/A

Cost: 180

Population Cap: 2



Motorcycle Details

This is not unlike the Allied Jeep in that it's fast and can do reconnaissance very effectively, and in a pinch it can be quickly moved to areas where enemy Infantry is approaching. After all, its MG 42 gun is an effective anti-personnel tool.



SDKFZ 251 HALFTRACK

Armored enough to handle infantry weapon fire and grenades, and fast enough to keep up with tanks, the 251 Halftrack was one of the most common vehicles encountered by Allied forces. Dozens of variants were produced—some capable of firing heavy rockets or equipped with flamethrowers—but all displayed a rugged reliability, good protection, good armament and reasonable speed, plus the ability to carry a couple of squads of Infantry into battle.

Armament: MG 42 Light Machine Gun x2,
Flammenwerfer Flamethrowers x2,
Wurffrahen 40

Speed: 32 mph

Abilities & Upgrades: Wurffrahen,
Flammenpanzerwagen, Fire Barrage

Cost: 220, 20 Fuel

Population Cap: 4



Halftrack Details

The Halftrack can be upgraded to have a Wurffrahen, which is a Rocket Launcher. The other key upgrade are the dual Flamethrowers with the Flammenpanzerwagen. With the Rockets in place the Halftrack can use the Fire Barrage Ability, which creates an inaccurate but powerful rocket attack.



SDKFZ 234/1 ARMORED CAR

The 234 was an 8-wheeled heavy armored car (Schwere Panzerspahwagen) with good armor protection, capable of good speed and excellent cross country mobility. Eight wheel drive and multi-wheel steering, a rear driving position, and a powerful diesel engine with good range were the hallmarks of this useful reconnaissance vehicle allowing it to get in close with an enemy, and extricate itself easily as well.

Armament: 20mm Rapid-Fire Cannon,
7.92mm coaxial gun

Speed: 50 mph

Abilities & Upgrades: Puma 50mm

Cost: 280, 25 Fuel

Population Cap: 4



Armored Car Details

The Armored Car has a light gun that can destroy an enemy light vehicles, jeeps, and armored cars. With the Puma 50mm upgrade the Armored Car can improve its gun to the same level as the Pak 38 AT Gun. This is definitely a worthwhile upgrade.



OSTWIND FLAKPANZER

The same characteristics that make a weapon suitable against Air targets (accuracy and a high rate of fire) also made the Ostwind Antiaircraft tank good against light ground targets. Based on the Panzer IV chassis, the Ostwind mounted a fast-firing 37mm cannon in a distinctive hexagonal turret. Armor protection for the crew is relatively weak, and the weapon cannot penetrate the armor of heavy tanks, but against soft targets, buildings, light vehicles and aircraft, the Ostwind is frighteningly effective.

Because of the Allied mastery of the sky, the Axis forces put a lot of design effort into mobile AA guns that could screen large columns of tanks against interdiction from enemy fighter bombers.

Armament: FlaK43 3.7cm rapid fire cannon, 7.92mm Hull MG

Speed: 25 mph

Abilities & Upgrades:

Cost: 410, 40 Fuel

Population Cap: 8



GOLIATH

Armament: Up to 100kg of high-grade explosive

Speed: 6 mph

Abilities & Upgrades:

Cost: 125

Population Cap: 1

A small, tracked bomb carrier was developed for the Wehrmacht in order to blow up field fortifications, minefields, obstacles, and, occasionally, unwary tanks. The Goliath was powered initially by an electric motor, and then by a small, two-cylinder engine giving it a respectable speed of about 6mph (10km). The Goliath (Gerat 671/SdKfz 303) was wire-guided to its target from a self-feeding spool carried onboard, and the charge - that could weigh about 100kg (over 220lbs) - was triggered by remote control. This little weapon caused the Allies enough consternation that they released several intelligence and technical bulletins to their field units before they encountered the Goliaths en masse. Thin 10mm armour left the little tank vulnerable to small arms fire, and on a fluid battlefield, the Goliath offered little tactical flexibility, so by war's end more than 60% of the original arsenal remained unused.



STUG IV

Axis forces built and used a considerable number of assault guns (Sturmgeschutz or STuG) that were designed to support infantry divisions by providing much needed fire support. Assault guns had no turrets, which had some benefits (extra crew space, larger main guns, cheaper to build, low profile) and drawbacks (limited traverse ability and an inability to fire on the move). The limitation of the STuG IV, of course, is that the entire tank must be rotated in order to line up the cannon with the target. This can make the STuG useless in certain situations such as in cities or towns where there isn't much room to maneuver.

Armament: 75mm Gun

Speed: 25 mph

Abilities & Upgrades: MG 42 Light Machine Gun, Armored Skirts

Cost: 340, 50 Fuel

Population Cap: 4



STuG IV Details

The STuG IV is a powerful anti-tank gun but the fact that it has no turret is a major limitation in some situations. The entire tank must literally be turned to face the enemy target in order to score a hit, where other tanks can simply turn their turret.



PANZER IV

The Panzerkampfwagen IV or Panzer IV was the main battle tank of Axis tank companies for the greater part of the War and was one of the few tanks that began and ended the war in constant production. More than 10,000 Panzer IVs were produced, far lower than the numbers achieved by the M4 Sherman, but a significant proportion of Axis tank output.

Armament: 75mm High Velocity Gun,
7.92mm Coaxial Gun, 7.92mm Hull Gun

Speed: 25 mph

Abilities & Upgrades: MG 42 Light Machine
Gun, Armored Skirts

Cost: 410, 80 Fuel

Population Cap: 8



Panzer IV Details

Like the STuG, the Panzer IV has two upgrades (produced through the Kampfkraft Center) that are worthwhile. The MG 42 upgrade effectively gives the Panzer IV three machine guns to deal with enemy infantry, making it an excellent all-round tank for attacking enemy armor as well as Infantry and other lightly armored vehicles.



PANTHER (SDKFZ 171)

The Soviet T-34 so outclassed the Panzer IIIs and Panzer IVs when first encountered, that the armed forces immediately sought a solution to this Soviet threat, and the Panther was developed. Arguably the best tank of WW2, the Panther tank combined a world class combination of armor, mobility, and an extremely powerful, high-velocity main gun into one potent package.

Armament: 75mm High Velocity Gun,
7.92mm Coaxial Gun, 7.92mm Hull Gun

Speed: 28.5 mph

Abilities & Upgrades: MG 42 Light Machine
Gun, Armored Skirts

Cost: 640, 140 Fuel

Population Cap: 12



Panther Details

The Panther is the best tank in the game and is capable of destroying any enemy attacker. The one weakness of the Panther is the fact that it isn't as fast as the Sherman (although their speeds are close), so it is possible to get trapped in a field of three or four Shermans to one Panther (a bad situation for the Panther). It is one of the best tank-killers in the game, but is surprisingly weaker vs. infantry. Its rear armor is weaker than that of the Tiger. The upgrades for the Panther are recommended to improve both the Armor and the anti-personnel abilities.



TIGER (SDKFZ 181)

The Tiger Tank is one of the best-known tanks of WWII, and just the name struck fear into the hearts of Allied troops. The 88mm main gun of the Tiger could destroy a Sherman outright at ranges greater than 1500m (1 mile), and the gun also had a powerful high explosive shell for use against fortifications and infantry. 102mm of front armor could stop all known Allied projectiles save a few, and side armor at over 80mm matched the front armor of medium tanks like the Panzer IV. The Tiger was a tank that scared the living daylights out of some Allied Tank commanders, causing them to steer clear of the German monster.

BLITZ TREE

Armament: 88mm High Velocity Gun,
7.92mm Coaxial Gun, 7.92mm Hull Gun

Speed: 23 mph

Abilities & Upgrades: MG 42 Light Machine
Gun, Armored Skirts

Cost: 1000

Population Cap: 22
(w/ Stormtroopers)

**TIGER ACE**

Armament: 88mm High Velocity Gun,
7.92mm Coaxial Gun, 7.92mm Hull Gun

Speed: 23 mph

Abilities & Upgrades: MG 42 Light Machine
Gun, Armored Skirts

Cost: 1000

Population Cap: 16



SMALL ARMS & WEAPONS

This section takes a brief look at the weapons in Company of Heroes. This information is the same as the information supplied in the game's manual.

M1 GARAND RIFLE

This semiautomatic rifle was the best rifle in any army, capable of fast and accurate fire, and often made up for the difference in training and experience between the citizen soldiers of the Allied democracies, and the battle hardened infantry of the Axis armies. General George Patton called it the "greatest battle implement ever devised".

Caliber: .30cal, 7.62mm
Magazine: 8 round stripper clip
Muzzle Velocity: 850m/s
Effective Range: 200m
Rate of Fire: Semi-automatic

M3 'GREASE GUN'

The M3 Grease Gun was designed as an inexpensive replacement for the much-loved M1 Thompson. Manufactured from steel stampings, the M3 initially developed a lot of battlefield flaws, but these were quickly worked out and the gun officially replaced the Thompson in 1944. The M3 fired a heavy .45 caliber slug at relatively low cyclic rate, which made the weapon a lot more controllable.

Caliber: .45 cal, 11.43mm
Magazine: 30 round box
Muzzle Velocity: 280m/s
Effective Range: 50m
Rate of Fire: 350-400 rpm

M1A1 THOMPSON

The Tommy-gun was a beautifully manufactured weapon made famous by gangsters and their police foes in the Roaring 20s. The high rate of fire, heavy bullet, and classic lines made the Thompson a particular favorite among Allied infantry, and even when replaced by the simpler M3, the Thompson saw service right to the end of the war.

Caliber: .45 cal, 11.43mm
Magazine: 20 or 30 round box
Muzzle Velocity: 280m/s
Effective Range: 50m
Rate of Fire: 700 rpm

M1917 HEAVY MACHINE GUN

This .30 cal heavy machine gun was heavy in more ways than one. The weapon, tripod, water for the barrel, and assorted ammunition could weigh well in excess of 100lbs (50kg). Due to the water cooling, the big Browning could fire sustained bursts without significantly heat-damaging the barrel.

Caliber: .30 cal, 7.62mm
Magazine: 250 round belt
Muzzle Velocity: 855m/s
Effective Range: 500m
Rate of Fire: 500-600 rpm

BROWNING AUTOMATIC RIFLE (M1918A2)

While the small magazine and fixed barrel kept the BAR from acting as a true light machine gun in the vein of the Axis MG42, the BAR was a rugged, effective weapon. In trained hands, the BAR could put out 100 or more rounds a minute, even with frequent reloads due to its 20-round magazine.

Caliber: .30 cal, 7.62mm
Magazine: 20 round box
Muzzle Velocity: 855m/s
Effective Range: 200m
Rate of Fire: 350rpm or 500 rpm



GRENADES (MKII 'PINEAPPLE')

The MkII grenade earned its nickname from its distinctive shape. They had a very light explosive charges, and a relatively small effective range, but were efficient against enemy troops in cover, or in forcing enemy troops out of a location.

STICKY BOMBS

Ad hoc weapons like the sticky bombs often made an appearance on the battlefield where necessity became the mother of invention. Infantry often took whatever was at hand to give them any kind of offense against powerful axis vehicles.

M18 57MM RECOILLESS RIFLE

The gun offsets traditional recoil by venting about half of the propellant to the rear of the weapon. This weapon saw limited use in WW2, but was able to provide light infantry with enough firepower to tackle tanks and buildings.

FLAMETHROWER (FLAMMENWERFER 42)

The Flammenwerfer 42 is effective against buildings and infantry in cover. Flamethrowers were deadly and onerous weapons that caused a great amount of terror among their targets. The flammenwerfer 42 had short range, but anything caught within its deadly blaze was incinerated.

MP40 SUBMACHINE GUNS

Reliable, accurate, and fast firing MP40s were the first truly mass-produced sub machine gun and they were issued in vast numbers to all kinds of Axis infantry. The 9mm round fired by the MP40 didn't have the stopping power of the big .45 slug fired by Allied submachine guns, but the MP40 had a bigger magazine capacity and was so robust and simple that it required almost no training to use.

Caliber: 9mm
Magazine: 32 round box
Muzzle Velocity: 365m/s
Effective Range: 50m
Rate of Fire: 500 rpm

MG42 MACHINE GUN (LIGHT AND HEAVY) —

Arguably the best squad weapon of the war, the MG42 evolved from the requirements for fire support on the modern battlefield, and from lessons learned in World War I. Knowing that enemy infantry would only be visible for short periods of time, the military procurement specialists requested an extremely fast cyclic rate, meaning the MG42 at 1200 rounds per minute fired almost twice as fast as any machine guns in any other allied army. The MG42 was also belt fed and it was light so as to be able to move with a fluid battle.

Caliber: 7.92mm
 Magazine: 50 round belt
 Muzzle Velocity: 755m/s
 Effective Range: 250m
 Rate of Fire: 1200 rpm

RPZB54 PANZERSCHRECK —

The Panzerschreck RPzB 54 (Tank Terror) was actually an improved copy of the Allied Bazooka, which the Axis forces first encountered in the deserts of North Africa. Much larger than the bazooka, and firing a bigger 88mm rocket over longer range, the Panzerschreck could knock out any allied tank with relative ease. Like all infantry anti-tank weapons, accuracy is marginal at extreme ranges, but the Panzerschreck gave Grenadiers such effective anti-tank protection that Allied tanks often refused to advance against Axis positions without accompanying infantry screens.

MP44 ASSAULT RIFLES —

The Sturmgewehr 44 (literally 'Assault Rifle') was developed in 1943 and issued in wide numbers in 1944. A less powerful cartridge was developed to make the weapon more controllable in automatic fire, and it was this automatic firepower that gave the squad a better tactical deftness. Assault rifles were more mobile than machine guns, and provided much greater firepower than conventional rifles. Only long-range combat suffered, the shorter cartridge offering less muzzle velocity and therefore less accuracy.

Caliber: 7.92mm
 Magazine: 30 round box
 Muzzle Velocity: 650m/s
 Effective Range: 150m
 Rate of Fire: 500 rpm

C-44



KAR 98K BOLT ACTION RIFLE

Developed in 1898, the Mauser bolt action rifle saw action in the Boer War, WWI, and WWII. The version used in WWII was a shorter variant with a lower muzzle velocity, and despite being bolt action, the rifle equipped the bulk of the Axis army. Accurate and reliable, but short on rapid fire, the rifle could prove very effective in the hands of a trained marksman.

Caliber: 7.92mm
Magazine: 5 round clip
Muzzle Velocity: 755m/s
Effective Range: 200m
Rate of Fire: Single Shot

G43 SNIPER RIFLE

The Gewehr 43 was a copy of the Soviet SVT 40 encountered on the Eastern Front. Semiautomatic rifles provide much greater firepower than their bolt-action cousins, but the G43 was issued in relatively limited numbers compared to the Kar 98. Equipped with a scope, and manufactured under tight tolerances, the G43 made a lethal sniper rifle, where the semiautomatic fire could allow a sniper to fire with no reload to spoil his aim.

Caliber: .7.92mm
Magazine: 10 round box
Muzzle Velocity: 775m/s
Effective Range: 350m
Rate of Fire: Semiautomatic fire

M1903 SPRINGFIELD SNIPER RIFLE

The venerable Springfield rifle saw a lot of action early in the war until the M1 Garand replaced it in most infantry and Marine units. The rifle was adopted as a sniper rifle with the adoption of a Weaver Scope, and proved devastatingly effective.

Caliber: .30cal 7.62mm
Magazine: 5 round clip
Muzzle Velocity: 850m/s
Effective Range: 500m
Rate of Fire: Single Shot



Command Trees

Company of Heroes has a unique and exciting command aspect called Commander Trees. These are an addition to the existing technology trees (be they Allied or Axis), and they allow you to specialize your army in specific ways. Commander Trees are used to compliment individual playing styles, allowing you to concentrate on specific attributes and abilities that may better suit your command style. For example, if you are Allied and like armor, you can put resources into the Armor Company tree and gain abilities like Field Repair (which allows you to repair units in the field while the units remain active) or Fast Deployment (Vehicle and Tank production times are greatly reduced). This section shows you what each Commander Tree can do.

ALLIED COMMANDER TREES

There are three Allied Commander Trees, the Airborne Company, the Armor Company, and the Infantry Company. All of these give different sorts of bonuses, and when you commit to one, you are locked-in to your choice, so choose carefully.

AIRBORNE COMPANY

The Airborne Company is an excellent choice for a player who likes an aggressive strategy. The two sections of Airborne Company are Air Drops and Combat Air Support. The Air Drops are very valuable because you can have key resources dropped into areas under your control, including Paratroopers and an AT Gun. The Combat Air Support, on the other hand, is very powerful because it offers advanced scouting of enemy territory as well as fierce strafing and bombing runs from P47 Thunderbolt aircraft.

Air Drops: Paratroopers

Command Point Cost: 2
Cool down: 20 sec.
Resource Cost: 375 MP



This gives you the ability to deploy Paratroopers on territory that has been revealed to your units (that is, territory where you have explored and have a line of sight). An aiming reticle for the drop zone comes up, allowing you to choose the spot for the Paratroopers to land. Once you have this ability, an icon appears on the task bar and you can then select to drop Paratroopers.

Air Drops: Paradrop AT Gun

Command Point Cost: 2
Cool down: 20 sec.
Resource Cost: 320 MP



The AT Gun is a 57mm Anti-Tank Gun complete with a crew. It's basically one-stop shopping for anti-tank weaponry, and in many situations it can save your bacon. If you are in a position where you haven't built up the ability to create armor, but your enemy has, then you can always drop in a pair of these AT Guns to keep the enemy at bay while you play catch up. Like the Paratroopers, the AT Gun can only be dropped in territory that you have revealed and is in line of sight of your units.

Air Drops: Supply Drops

Command Point Cost: 2
Cool down: 180 sec.
Resource Cost: None



Perhaps the most compelling of all of the Air Drop abilities, the Supply Drop allows you to have resources dropped into an area that's within your line of sight and has been revealed to your troops. With this ability you need to select where the drop occurs, and once the package falls to earth you must send out a group of Infantry to move to the drop and capture the goods before the enemy does! That said, this is a very powerful ability because it can give you key resources that you might otherwise only be able to attain by fighting a tough battle with the enemy.

Combat Air Support: Air Recon

Command Point Cost: 1
Cool down: 20 sec.
Resource Cost: 50 MUN



Using this ability allows you to get a look at enemy locations that are otherwise out of your line of sight. Knowing just where the enemy has placed defensive structures or placed their troops can be information that is very useful, and an Air Recon run is just what the doctor ordered.

Combat Air Support: Strafing Run

Command Point Cost: 2

Cool down: 45 sec.

Resource Cost: 150 MUN



Strafing Runs involve the legendary P47 Thunderbolt aircraft made famous over the skies of Europe in WWII. In real life P47 pilots returning from escorting allied bombing runs into Germany found that the P47 was an excellent machine for strafing ground targets of opportunity on the way back to England, and that's exactly what a Strafing Run in Company of Heroes is. Select the area (which must be in your line of sight) that you want the P47 to strafe, and then call it in. Once the Strafing Run is called, you can sit back and watch your enemies run for cover.

Combat Air Support: Bomber Run

Command Point Cost: 3

Cool down: 45 sec.

Resource Cost: 250 MUN



The Bomber Run is much like the P47's Strafing Run only the amount of damage inflicted is much more significant as a deluge of 500 lb bombs are released over the target area. The Bomber Run is costly, however, and has a recharge (cool down) period so use it carefully and responsibly to get the most benefit.

ARMOR COMPANY

The Armor Company is for those players who just love to have plenty of heavy metal on their side. The Armor Company Commander Tree is geared entirely to improving on the power and efficiency of armored vehicles and tanks, so if you are the kind of player that likes to have significant armor power, then the Armor Company is the best choice for your command. The limitation of the Armor Company Commander Tree is that it takes time to build up your 'base' to be able to create armored units, so you must focus the majority of your resources on this ability right from the beginning of a mission/skirmish.

The Armor Company has two arms—War Machine and Armored Fury. The War Machine focuses on increasing the effectiveness of your armored units, while the Armored Fury abilities actually allow the deployment of some highly effective and powerful armored vehicles.

War Machine: Fast Deployment

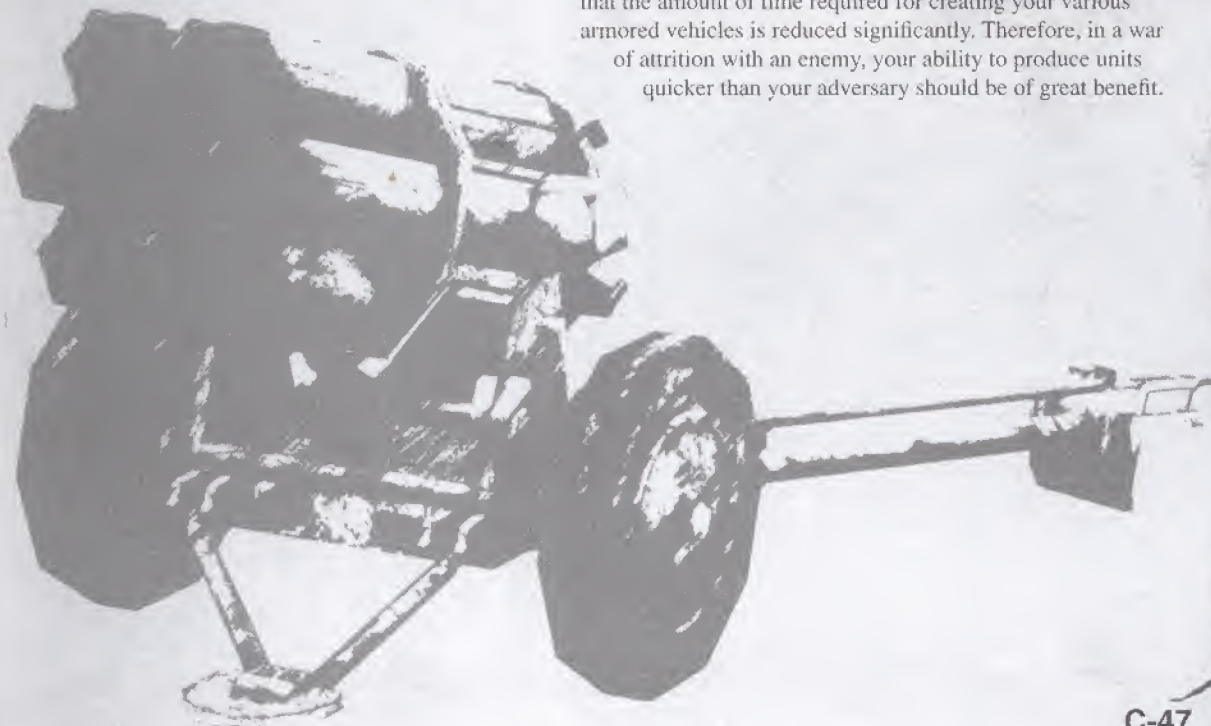
Command Point Cost: 1

Cool down: Passive

Resource Cost: Passive



Fast Deployment speeds up the process of manufacturing vehicles and tanks in the game. The result of this ability is that the amount of time required for creating your various armored vehicles is reduced significantly. Therefore, in a war of attrition with an enemy, your ability to produce units quicker than your adversary should be of great benefit.



War Machine: Field Repairs

Command Point Cost: 2
Cool down: 45 sec.
Resource Cost: 200 MUN



This ability can turn the tide of battles by itself. When active, vehicle and tank crews repair battle damage on the fly! While Engineers can repair Vehicles and Tanks anywhere on the map, Field Repairs allows the repairing to go on *without* the presence of Engineers! With this ability you can sweep into an enemy area with your armor, take heavy damage while destroying them, then quickly repair your units without having to worry about getting Engineers to your vehicles.

War Machine: Allied War Machine

Command Point Cost: 3
Cool down: 60 sec.
Resource Cost: 250 MUN



This is an ability that basically replaces all Tanks that are lost in battle. Of course, the Allied War Machine ability must be active, but when it is and a Tank is lost, the Tank is immediately replaced in the HQ sector of the map (your home base area). The key to using this ability is to time up your Tank attacks on enemy locations while the ability is active. In this way you can take losses without having to worry about losing your Tanks completely. If a Tank is lost during a battle, then it is simply replaced at your HQ and the worst thing that happens is that your armor ends up out of position.

Armored Fury: Raid

Command Point Cost: 2
Cool down: Passive
Resource Cost: Passive



Raid gives Light Vehicles like Jeeps the ability to capture Territory Sectors. In other words, once you have activated this ability you can move your fast Light Vehicles to capture key areas without having to worry about running the relatively slow-moving Infantry to the location to capture it. It's important to note that Light Vehicles aren't particularly astute at defending locations, so ultimately you are going to want to support the area with Infantry and defensive fortifications.

Armored Fury: Calliope Rocket Launcher

Command Point Cost: 3
Cool down: 45 sec.
Resource Cost: 600 MP



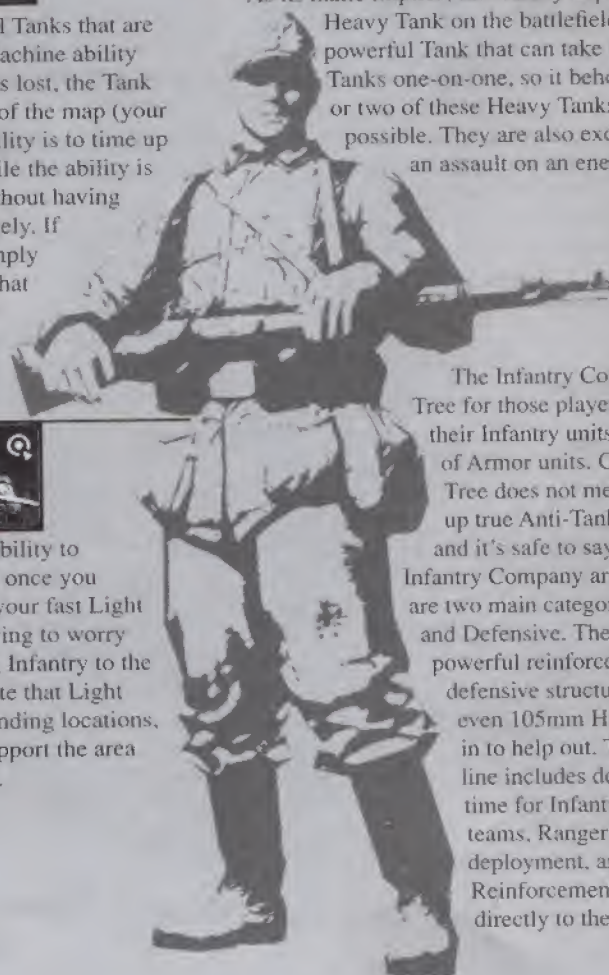
The Calliope Rocket Launcher is attached to the top of a Sherman Tank. The Calliope is capable of launching a daunting barrage of rockets at enemy positions, causing immense amounts of damage in a very short period of time. The Calliope is a weapon of choice for many Allied commanders, and when it's supported properly the Calliope is an awesome and very useful weapon.

Armored Fury: M26 Pershing Heavy Tank

Command Point Cost: 4
Cool down: 40 sec.
Resource Cost: 900 MP



As its name implies, this ability deploys an M26 Pershing Heavy Tank on the battlefield. The M26 is a very powerful Tank that can take on the German Tiger Tanks one-on-one, so it behooves you to place one or two of these Heavy Tanks on the battlefield if possible. They are also excellent weapons to lead an assault on an enemy fortification or base.



INFANTRY COMPANY

The Infantry Company is the Commander Tree for those players who like to focus on their Infantry units, but not to the exclusion of Armor units. Choosing this Commander Tree does not mean that you have to give up true Anti-Tank abilities, however, and it's safe to say that the abilities in the Infantry Company are worth their salt. There are two main categories—Reinforcements and Defensive. The Defensive line includes powerful reinforcements that can create defensive structures, artillery strikes, and even 105mm Howitzers can be dropped in to help out. The Reinforcement line includes decreased deployment time for Infantry and Heavy Weapon teams, Ranger and Anti-Tank infantry deployment, and lastly Battalion Reinforcement of Infantry and Vehicles directly to the battlefield.

Reinforcements: Rapid Response

Command Point Cost: 1
Cool down: Passive
Resource Cost: Passive



The bonus of the Rapid Response ability is that it does not have a cool-down time. Indeed, once the Rapid Response has been activated, it permanently alters the time it takes to get Infantry and Heavy Weapon teams onto the field of battle. Fortunately, it speeds up the deployment of these units significantly, making this ability a very valuable one indeed.

Reinforcements: Rangers

Command Point Cost: 2
Cool down: 40 sec.
Resource Cost: 400 MP



This ability deploys Rangers to the battlefield. Unfortunately it has a recharge time and can only be used occasionally, but having the ability to drop in Rangers with AT capability can come in very handy. If you have chosen to go down the path of Infantry Company than your armor abilities are limited (when compared with someone who is using the Armor Company Commander Tree), so it's important to be able to drop in AT Ranger teams.

Reinforcements: Off-Map Combat Group

Command Point Cost: 4
Cool down: 40 sec.
Resource Cost: 800 MP



Off-Map Combat Group calls in Infantry and Vehicle reinforcements onto the battlefield to help in your fight. With a recharge time this ability can only be used occasionally, but having the ability to bring in reinforcements while also building units in your structures can give you the military might to turn the tide of a battle. Likewise, if you are on your heels and the enemy is knocking on your doorstep, reinforcements can come in and save the day by giving you enough breathing room to rebuild defensive perimeters.

Defensive: Defensive Operations

Command Point Cost: 1
Cool down: Passive
Resource Cost: Passive



Defensive Operations gives your Riflemen the ability to construct field defenses themselves. This ability cannot be understated, because Riflemen are capable fighters, and if they can build sand-bagged fortifications, lay down barbed wire and plant Mines, then there is no need to waste resources on extra groups of Engineers. Defensive Operations also speeds up your Engineer's ability to construct defensive positions, making the construction of defenses quicker and more efficient than before. Having the ability to build defensive positions with Riflemen allows you to place defensive structures in forward positions in an effort to annoy the enemy and provide your troops with a forward base from which to fight.

Defensive: Off-Map Artillery Support

Command Point Cost: 2
Cool down: 30 sec.
Resource Cost: 200 MUN



This is quite simply the ability to call in an Artillery Strike to a specified area of the map. When using this ability, an aiming reticle comes up for you to decide where the Artillery barrage is to fall, then you select it and watch the carnage unfold. There is a cool-down period after each Artillery Strike, so choose your targets carefully.

Defensive: 105mm Howitzer

Command Point Cost: 2
Cool down: New Structure
Resource Cost: 450 MP, 75 F



This is a very powerful ability that gives Engineers the permanent ability to construct 105mm Howitzers in controlled areas on the field of battle. With this ability you can construct a line of heavy weapons that are capable of both barraging advancing enemy troops and taking out enemy armor.

BLITZKRIEG DOCTRINE

The term 'Blitzkrieg' in English literally means 'Lightning War'. Hitler and the German army used this tactic with great success in the early years of World War II when they invaded Poland and France. The Panzer divisions could move so fast that the enemy had little chance to put up any resistance. The Blitzkrieg Doctrine has three abilities: Assault!, Resource Blitz, and Blitzkrieg Assault!



C-50

ASSAULT!

The power of these abilities is in their ability to allow the user to pound the enemy with powerful, quick attacks. With Blitzkrieg Doctrine you can carry out fast assault operations by deploying overwhelming force. Strong assault reinforcements and production bonuses help you to use this doctrine in an overall strategy of quick and aggressive military expansion.

Assault: Assault Grenadiers

Command Point Cost: 1

Cool down: 20 sec.

Resource Cost: 50 MUN



Assault! allows the Axis Infantry units to assault enemy positions with Grenades. The bonus is that all combat infantry (Volksgrenadiers, Grenadiers, and Storm Troopers) have the Assault ability unlocked so that they can attack enemy positions aggressively with their grenades.

Assault: Resource Blitz

Command Point Cost: 2

Cool down: 45 sec.

Resource Cost: 150 MUN



This is a way for you to obtain a large lump-sum addition of the Manpower resource all at once. The cost of this is that your Manpower 'recharge' rate is significantly reduced for a short time, but the upshot is that you can get a large manpower bonus which can then allow you to produce many new units that can be used in an overwhelming attack. Obviously this ability is great for massing for an attack, but it can also come in very handy when you need to produce quickly for defensive situations as well.

Assault: Blitzkrieg Assault

Command Point Cost: 3

Cool down: 60 sec.

Resource Cost: 150 MUN



This ability gives all of your Vehicles, Armor, and Infantry units an overwhelming speed bonus when attacking. The result is truly a Blitzkrieg-type attack where the enemy is overwhelmed by your forces' speed that they have little time to get set for a proper defense. Blitzkrieg Assaults are powerful attacks that, when used properly, can turn the tide of a Skirmish in favor of the Axis forces.

Storm Trooper Support: Infantry Assault Team

Command Point Cost: 2

Cool down: 30 sec.

Resource Cost: 400 MP



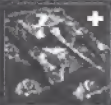
This ability calls off-map Storm Troopers to whatever site you request. This is a fantastic all-purpose ability that can be used to bolster your forces, protect a key strategic or resource point, or to reinforce a defensive position. Using the Infantry Assault Team ability is a great way to improve the raw numbers of units on the Axis side at any given time.

Storm Trooper Support: Urban Assault Team

Command Point Cost: 3

Cool down: 30 sec.

Resource Cost: 700 MP



This is similar to the Infantry Assault Team ability except this team includes a StuH 42 with a 105mm howitzer along with the Storm Troopers. The StuH 42 has little anti-tank capability, but is very good vs. buildings.

Storm Trooper Support: Armor Assault Force

Command Point Cost: 3

Cool down: 30 sec.

Resource Cost: 1000 MP



This ability calls in Storm Troopers and Tiger Tanks to the battlefield wherever you select they be dropped. Not surprisingly this is an expensive undertaking and it has a significant cool-down period. When this force is called in, it enters the map from the edge and then moves to the selected location. The Armor Assault Force is an excellent adjunct to an existing assault force and can often tilt the scales in favor of the Axis forces in tight battles.

DEFENSIVE DOCTRINE

The Defensive Doctrine focuses on holding territory and is best used by players with a defensive mindset. This doctrine allows the fortification of the front lines and Artillery barrages on enemy positions. The two sub sections of the Defensive Doctrine are Artillery Support and Base Defenses, with the abilities of each tree being self-evident in their names. When playing in a team situation it can be prudent for one player to follow this tree in order to help build and support defenses for the Axis players while the other players follow the more offensive Commander Trees.

Base Defenses: For the Fatherland!

Command Point Cost: 1

Cool down: 30 sec.

Resource Cost: 75 MP



This ability uses the zealous patriotism of the Third Reich to give all friendly Axis units within the controlled Axis territory a defensive bonus. For the Fatherland! is best used when a large enemy attack is hitting your lines or your base. When the enemy comes, use this ability to bolster the defensive prowess of all of your units, thereby making it more difficult for the Allies to achieve success.

Base Defenses: Fortify the Perimeter

Command Point Cost: 2

Cool down: Passive

Resource Cost: Passive



This is a one-time ability that, once used, gives your units this bonus forever. When Fortify the Perimeter is used it upgrades all base buildings with defensive machine guns. It also allows you to reinforce your infantry near bunkers. Defensively speaking, this is one ability that is best used as soon as he or she possibly can.

Base Defenses: 88mm Flak 36 AT/AA

Command Point Cost: 2

Cool down: New Structure

Resource Cost: 400 MP, 75 F



This ability gives Pioneers the ability to build/deploy 88mm Flak Cannons on the battlefield. The '88' as it has become known is one of the most feared German units in the game. In real life the 88 was used as an anti-aircraft flak gun, but the Germans quickly realized that the gun had many other uses including anti-armor applications. Placing several 88s around your main base can be enough to deter even the most aggressive player.

Artillery Support: Advanced Warning

Command Point Cost: 1

Cool down: Passive

Resource Cost: Passive



Advanced Warning is an ability that increases the visual range of all captured points, which ultimately means that your field of vision on the map increases significantly. The bonus of this ability is that you can see enemy movements with greater ease, and with the improved line of sight you can also use Artillery and other long-range attacks with great effect on enemy emplacements.

Artillery Support: Registered Artillery

Command Point Cost: 2

Cool down: 25 sec.

Resource Cost: 125 MUN



Registered Artillery calls in an artillery bombardment. If an enemy is in the process of capturing something of value, you can call in a Registered Artillery strike on that point to take out the enemy in one fell swoop.

Artillery Support: Rocket Artillery

Command Point Cost: 4

Cool down: 44 sec.

Resource Cost: 250 MUN



The Rocket Artillery calls in a barrage of 280mm Rockets to the targeted area (which you selected). This attack is particularly devastating and can destroy everything in its path. The one downside to the Rocket Artillery is that you must have a line of sight on the enemy position you are barraging, so although this ability is powerful it does have a limitation.



C-52

TERROR DOCTRINE

The Terror Doctrine is a group of abilities that are designed to use the power of the mind to improve the battle outcomes for the Axis troops. Propaganda inspires courage in troops as well as fear in enemy troops. This kind of propaganda can be very effective, but there is another kind of propaganda that can be even more effective, and those are weapons that are of limited military value but have significant psychological effects. The V1 Rocket is one example of such a weapon, it does as much psychological damage as real damage, forcing allied units to flee.

There are two arms of the Terror Doctrine: Propaganda, and Hero Support. The Propaganda side includes psychological tactics such as spreading fear through various methods including V1 Rocket Attacks, while the Hero Support side uses actual motivated units and terror tactics (like Firestorms) to eat away at the enemy's mental stamina to fight.

Hero Support: Zeal

Command Point Cost: 1

Cool down: Passive

Resource Cost: Passive



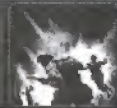
Zeal is a very interesting ability that is a one-time modifier for Axis Infantry units. When Zeal is activated, a form of fanaticism takes over the Axis Infantry squads. What happens is that when a squad member dies, the remaining squad members gain an offensive attack bonus. When another squad member dies, the bonus again goes up. The result is that the last remaining squad member fights with incredible ferocity.

Hero Support: Firestorm

Command Point Cost: 2

Cool down: 30 sec.

Resource Cost: 200 MUN



When Firestorm is used, an off-map bombardment of fire bombs occurs in an area determined by you. The result is that all enemy troops caught in this area perish.

Hero Support: Tiger Ace

Command Point Cost: 5

Cool down: 90 sec.

Resource Cost: 1000 MP



The Tiger Ace ability calls a highly capable veteran Tiger Tank (and crew) to the battlefield. This is a 'maxed-out' veteran Tiger Tank that can rally the troops and do a great deal of damage to the enemy because of its superior statistical

advantage garnered from its veteran status. There can be only one Tiger Ace on the battlefield at one time, but if your Tiger Ace is destroyed, another can be called in at a cost.

Propaganda: Inspired Assault

Command Point Cost: 1

Cool down:

Resource Cost:



This ability uses propaganda efforts to inspire all Axis troops to attack the enemy with renewed intensity with no regard for their personal safety. The upside of Inspired Assault is that it gives the Axis troops a huge offensive bonus, but there is a downside as well. When the huge offensive bonus is in effect, the troops are more susceptible to taking damage. Therefore when Inspired Assault is in use, it's best to attack the enemy outright rather than assuming a defensive posture.

Propaganda: Propaganda War

Command Point Cost: 3

Cool down: 50 sec.

Resource Cost: 100 MUN



This is a significant ability in which your superior propaganda efforts cause the enemy troops to retreat en masse to their HQ (main base) area. This does not affect all of the enemy troops however, just the ones that are within the aiming reticle when the Propaganda War ability is used. Still, that ability is significant in that it can cause an entire area of enemy troops to vacate their defensive positions as they move back to their base. When used properly, Propaganda War can help the Axis to systematically capture enemy held points.

Propaganda: V1 Rocket Attack

Command Point Cost: 4

Cool down: 90 sec.

Resource Cost: 350 MUN



While the V1 Rocket is a device of terror, in this situation it can also be used as a device of destruction. You can actually select where the V1 Rocket is going to fly and hit, causing significant damage to the enemy positions. The one drawback is that the area you are attacking must be within your line of sight. In other words, you cannot blindly throw V1 Rockets into enemy-controlled territory.

Resources, Experience, and Supply Lines

This final section takes a quick look at the various resources that are available in the game as well as the role experience and Veteran status can play. Lastly a look at the control points and Supply Lines takes us to the end of this chapter.

EXPERIENCE—ATTAINING VETERAN STATUS

As units fight through battles in Company of Heroes, they gain experience, and this experience in turn eventually gives them Veteran status. Being a Veteran unit makes the unit more efficient in battle, and is worthwhile. Veteran status appears as 'sergeant's stripes' on units that have earned it, so a unit with three stripes is more Veteran than a unit with two stripes and so on. If a unit is very Veteran and it's near death, then it is important to get a Medic to it or have an Engineer get out and repair the damage ASAP. All things being equal, a Veteran army can defeat a non-veteran army. If you retreat your veteran infantry, reinforcements share the same veteran status. Axis buy their veteran level so keeping them alive is less critical.

RETRIEVING VETERAN UNITS

In the single-player Campaign missions you often have the ability to summon Veteran units from the previous mission to come help in your current battle. It's a good idea to always bring these Veteran units forward because they are better fighters and can do a great deal to bolster your efforts.

The 'Sergeant's Stripes' show how veteran an Allied unit is.



RESOURCES

There are three resources in Company of Heroes. Manpower, Munitions, and Fuel. Each of these is important for the deployment of new units, and each of these commodities can be earned throughout the game as time passes. The way to increase the amount of Manpower you receive is to capture territory, whereas the amount of Fuel and Munitions you rake in is tied to the number of Munitions and Fuel Points you have captured and currently hold. Next to the three commodity numbers are a set of smaller numbers that say (for example) +34. This is the rate you are earning the resource.

For example, if you know that you are going to need a great deal of Munitions for upgrades or Artillery Strikes, then it is important for you to go out and capture all of the Munitions Points that you can get to with your troops. In this way by capturing and holding sectors your military force improves dramatically. Manpower is the one commodity that there never seems to be enough of, but it's constantly rebuilding, so in a short time you can build whatever you want. As a Rule Manpower is needed for all deployment, with Fuel being needed for a certain percentage of those deployments (specifically the vehicles). Munitions are important for upgrades as well as for certain abilities such as Artillery Strikes and Bombing/Strafing Runs. For this reason it's always a good idea to keep your Munitions totals as high as possible.

SUPPLY LINES

In order to keep your Supply Lines open you must have a contiguous connection between all of the sectors back to your HQ/Base. If, for example, you capture a +16 Fuel Sector but it's not connected to another sector you control, that area is out of Supply and the +16 bonus from that sector is not reflected in your Fuel stores until the Supply Lines are established. The Tactical Map is an excellent tool for figuring out which areas are in or out of Supply (although the game tells you when you are out of Supply).

The Tactical Map is an excellent tool for figuring out Supply Lines



General Strategies and Tips

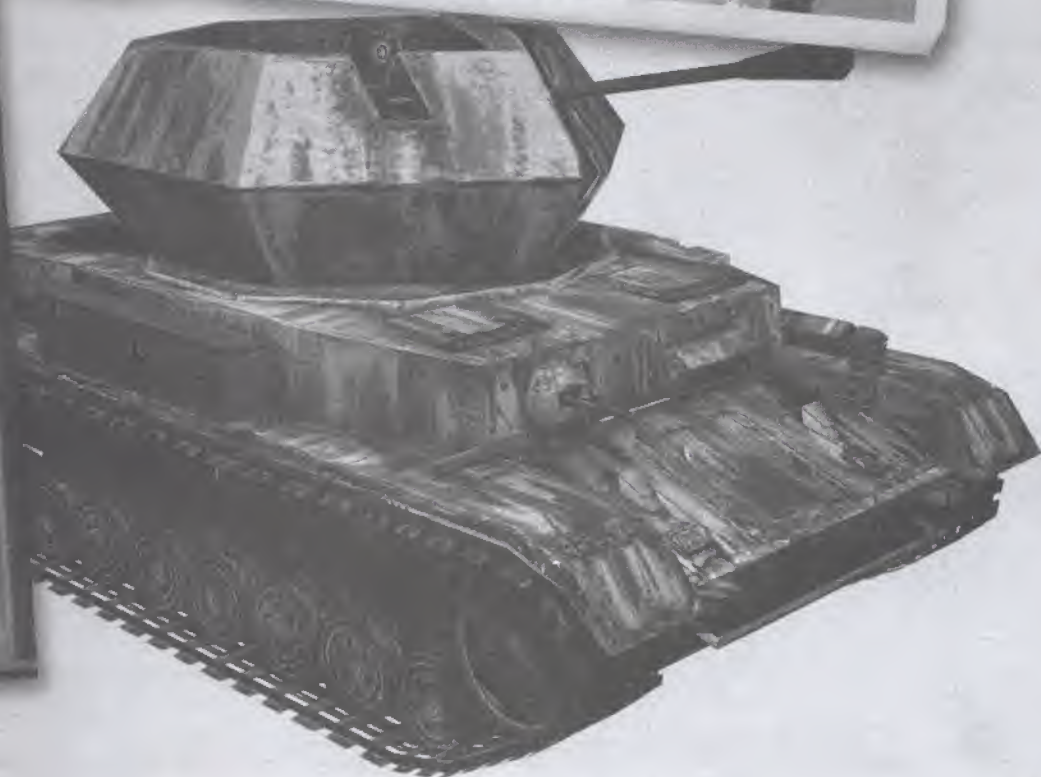
There are many general strategies and tips that can help you to be a success in Company of Heroes. Many of these tips are sprinkled throughout the Walkthrough, this chapter, and the Multiplayer chapter, but this section lists some of the key concepts in one brief list to help you get a handle on what's important on the battlefield. The following strategies are critical to achieving success:

- » Use the Commander Trees to your advantage. In the Single-Player Campaign missions you don't have a choice of which Commander Tree you have access to, but regardless of this fact you DO have access to a tree, so use it to your advantage no matter what it is.
- » Use off-map area-of-effect abilities. There are several abilities that bring in off-map attacks that can devastate the enemy. For example, there are Artillery Barrages, Howitzer Barrages, Bombing Runs and even Strafing Runs that can do a great deal of damage to the enemy. Most of these abilities require Munitions to call them in, but they are highly effective tools.
- » Reinforce your units constantly. If you are using Paratroopers then use their ability to call in reinforcements on the fly. If not, use other abilities like Rangers, Paratroopers, or Parachute in an AT Gun to help reinforce specific areas. There's even a Strike Force that you can call in (it costs a whopping 800 Manpower, but it's worth it if you're on the ropes).
- » Use Engineers to repair damaged Armor and Vehicles. Your Vehicles and Tanks are the most expensive units in the game, and once they get banged up it's a shame to lose them. If a unit is hurt, move it away from the front lines and have Engineers repair it ASAP.
- » Protect your Veteran Units. Veteran Units take a while to cultivate, so if you have a Veteran Squad or Tank and it's damaged, get medical attention (or in the case of a Tank an Engineer) to fix the damage before that unit is lost.
- » Use your unit's abilities such as Suppressing Fire. Suppressing Fire is a powerful ability that can allow other units to move on an enemy position. Use these abilities in concert with your other units for maximum effect.
- » If you are Axis, be sure to take advantage of the global Assault ability that most of the Infantry have. This is a powerful tool that can really put the enemy on their heels.
- » Often there are supplies dotted around a map. Don't let those go to waste and *do not* let the enemy get to them first. Even if your supplies are flush, get to the platforms of Supplies and capture them for yourself!
- » Form Attack and Defense groups with combinations of units. By grouping a Sherman, a Crocodile, Engineers, Rangers, and an M8 Armored Car, the Allies can have an effective mobile attack/defense force that's capable of attacking, defending, reinforcing, repairing, building, and entrenching at any point on the map. Groups of units like this are highly effective tools.
- » Don't be afraid to use a unit's special ability. For example if you have an Axis Rocket Halftrack or an Allied Calliope, don't hesitate to use the Rocket Barrage ability in mundane situations. This is especially true when playing against humans. After all, the effect of intimidation can be greatly underestimated in these situations.
- » If you have the resources, build up the extra abilities offered by your base buildings.
- » When in a battle, use the ability to move the Camera wherever you wish to get a better view of the action if need be. Remember that you are not married to one specific default viewpoint.



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Chapter 3:

The Campaign Part 1

This is the beginning of the single-player campaign in Company of Heroes. It's recommended that you play through the Tutorials before beginning the Campaign, because although Company of Heroes controls are intuitive, there are still important nuances that the Tutorials can teach you. The first six missions of the Campaign follow Able Company up the beach at Omaha and into Cherbourg. These missions allow you to cut your teeth and get solid handle on most of the key facets of gameplay, but even so there are some challenges. For this reason this section shows you how to be successful in the Campaign with step-by-step instructions for all the objectives.

Mission 1: Omaha Beach

This mission involves the landing at Omaha beach, where thousands of soldiers lost their lives during the scramble to overtake the beachhead. In this mission you start in the water coming off of transports, and you must ultimately get up to the area above the beach and destroy the enemy positions and 88 Gun emplacements so that the rest of the Allied troops can land safely. By the end of the mission you are going to have a solid understanding of how to manage your squads in a battle situation.

PRIMARY OBJECTIVES

The four Primary Objectives involve getting enough soldiers up to the Shingle to mount an attack force capable of overtaking one of the German bunkers on the beachhead, then bringing up Engineers to blow the Bunker and finally getting the troops 'on top' to take out the 88 guns that are pounding the incoming transports. Each objective is laid out to you plainly as the mission progresses, although how you achieve each objective is a matter that is open to different strategies. The key with these objectives is to follow the advice of the game and keep your troops behind cover as much as possible while moving them up the beach.

Objective 1: Get 25 Soldiers to the Shingle

Objective 2: Move Engineers to the Shingle

Objective 3: Destroy Bunker with a Satchel Charge

Objective 4: Neutralize 88 Batteries

- 88 = 88 Gun
- M = Munition Point
- F = Fuel Point
- B = Bunker

Enter

SECONDARY & MEDAL OBJECTIVES

There are three Bunkers that can be destroyed with the use of Engineer's Satchel Charges. If you complete this you not only complete the objective, but you also significantly hinder the enemy's defensive capabilities. The Medal Objective requires that you detour from destroying the 88 Guns so that you can clear out the enemy from the left edge of the beach area (see map).

Secondary Objective: Destroy 3
Axis bunkers

Medal Objective: Clear Left Beach Exit

STARTING FORCES & SUPPLIES

Manpower: 93 +115

Munitions: 100

Fuel: 0

Units: Engineers, Riflemen



D-Day Omaha Beach

D-Day, as it has become known, was the day that Allied troops landed on the French coast to finally bring a land war on the western front to the Hitler's forces. The name of this monumental undertaking was Operation Overlord. On the morning of June 6, 1944 the Allied troops landed on five beachheads along the French coastline. The most famous of which are Utah and Omaha Beaches where the American 1st and 29th Infantry Divisions (Omaha Beach) and the American 4th Infantry Division (Utah Beach) landed. Lesser known are Gold Beach (British forces), Sword (British forces) and Juno (Canadian forces).

The beach invasion was successful with a huge Allied loss of life on the Omaha and Utah beaches, but it was supported by the U.S. 82nd Airborne Division which parachuted in darkness hours before the invasion into the area around Sainte-Mere-Eglise. The goal of the airborne troops was to disrupt enemy communication, supply lines, and destroy key German gun installations.

Over 4,000 transport vessels were involved in the D-Day invasion, with more than 1,000 warships also involved. Omaha Beach was the worst beach in terms of casualties, with Utah Beach being one of the lightest. The first wave of soldiers on Juno Beach suffered over 50% casualties!



OBJECTIVE 1: GET 25 SOLDIERS TO THE SHINGLE

As the mission begins you follow a landing craft to the beachhead. The Riflemen exit the craft and enter the water/beach, and the fun starts. Begin by clicking on the Riflemen Squad, then right-click for them up move up the beach to some of the tank traps (which they use as cover). The enemy fire is intense, with MG 42 fire raining down from the cliffs above, and the odd Mortar Shell exploding on the beach as well, it can be difficult to get the entire squad up to the Shingle (the area right behind the barbed-wire line).

Select this squad.



Use whatever you can as cover.



No doubt many of the soldiers in your Squad are going to die en route to the Shingle, but that is just the price of trying to make it up the beach. You must get 25 Riflemen up the beach, so the order is tall indeed. Keep going back to the edge of the beach and grab new squads that arrive as time passes, then move them up the beach from cover to cover.

The action on the beach is hot and heavy.



DON'T RUN FOR IT

If you simply make a run for it and tell a squad to run right up to the Shingle (without having them stop at cover), chances are that most, if not all, of them are going to perish along the way. Take the time to use cover as you move squads up the beach.

As you get the soldiers up to the Shingle you get confirmation from the game that you have 5, 10, 15, and 20 men in place. Once you get 25 Riflemen up to the barbed wire line, you have succeeded in completing the first objective.

Use cover, even if it doesn't look like much.



When 25 have reached the Shingle, the next objective is up.



OBJECTIVE 2: MOVE ENGINEERS TO THE SHINGLE

When 25 Riflemen are up against the barbed wire line, the second objective is activated. You must now get a group of Engineers up to the Shingle, but truth be known you really only need to get *one* Engineer in place to be successful. Because you need only get one group up, you can take your time and move the Engineers up very carefully from cover to cover, trying to get them all up without losing a single soldier. Usually in a group of three Engineers one is lost on the way up.

The Tactical Map shows where your troops are relative to the enemy.



Move the Engineers up.



OBJECTIVE 3: DESTROY THE BUNKER WITH A SACHEL CHARGE

Once the cinematics end, you are left with a squad of Riflemen and a squad of Engineers near a breach in the barbed wire line. To the upper left lies the main enemy Bunker that overlooks the beach, and to the right lies two small sandbag emplacements where a few German soldiers await.

The cinematic segue shows you the next objective.



The next objective is completed with the Engineer Squad.



To take out the Bunker you need to have one of the Engineers lob a Satchel Charge into the Bunker, but in order to do this you must have the Riflemen clear out the Axis troops in the area just above the beach. Have the riflemen move up the beach and lob a Grenade or two at the MG emplacement (MG = Machine Gun) and then have your Engineer toss a Satchel Charge into the Bunker.

The Riflemen can occupy/destroy the enemy to the right of the Bunker.



Toss in the Satchel Charge and watch the Bunker blow.



SACHEL TIMER

Satchel Charges have a six second timer that begins to count down after the charge is tossed into or at the location you intend to destroy. This extra time is presumably there so that you can get the heck out of the area before the explosion kills you, but it's worth noting that the Engineers still have to defend themselves during this six seconds before the explosion rocks the target.



The Satchel Charge timer count down appears in red.

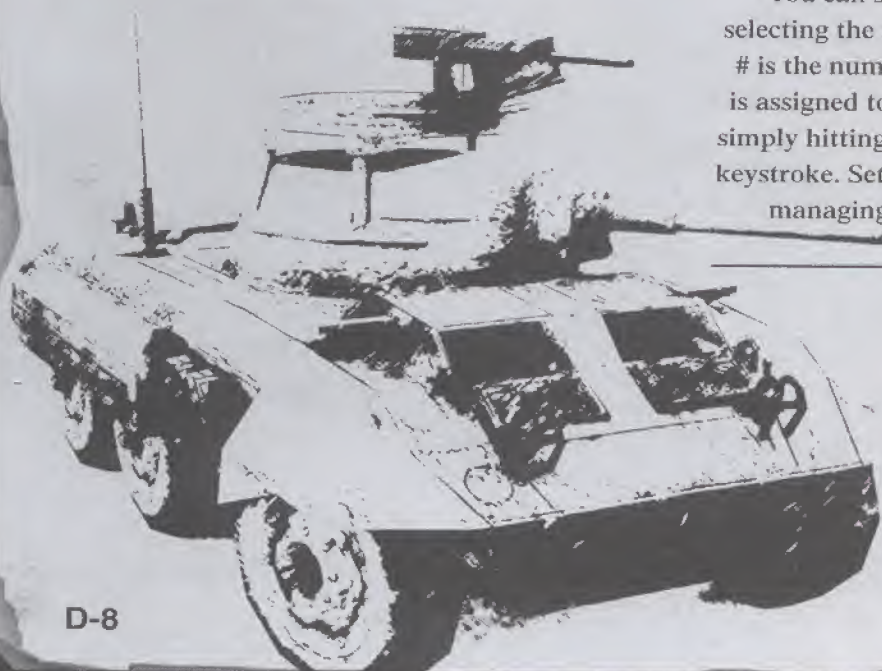
MEDAL OBJECTIVE (OPTIONAL): CAPTURE LEFT BEACH EXIT

The Medal Objective for this mission involves capturing the Left Beach Exit area (see map). The path up off of the beach follows the right side of the beach, and you can defeat the mission without moving to clear the left side of the beach. That said, capturing the left side of the beach is something that is well within the capabilities of your units.



SET GROUPS

You can set up individual groups of units by selecting the units and then hitting CTRL-# (where # is the number 1-9 of the group). Once a number is assigned to a group you can select that group by simply hitting the number of the group with a single keystroke. Setting up your groups in this way makes managing large numbers of troops a breeze.



Capturing the Left Beach Exit is made much easier by the capture of the 88 Gun just to the left of the beachhead bunker. Use a group of Riflemen to capture this location, then mount the gun and use its power to blow away any other enemy positions within its line of sight. In this way you can use the enemy's weapons to your advantage. When all of the enemy positions on the left side of the map are destroyed, you receive the medal.



Capture the 88 Gun and use it against the Axis troops.



Use the 88 Gun to pound the enemy positions within its range and line of sight.



Using only the 88 Gun you can claim the Medal!



SECONDARY OBJECTIVE: DESTROY BUNKERS

There are three concrete Bunkers (see map) that dot the area above the beach. They are strong points along the trenches that wind through the area, and they are the locations where the Axis troops wait. Using your Riflemen Squad to provide cover, have your Engineer Squad move toward the Bunker on the right of the beachhead and have him toss a Satchel Charge into it. The countdown timer starts at five seconds; when it reaches zero the bunker blows.

When the charge is in place, the countdown timer appears in red and counts backwards from five.



One down, two to go.



SATCHEL CHARGE RANGE

Satchel Charges have a limited range—basically their range is limited to how far an Engineer can toss them. When you activate a Satchel Charge an orange



perimeter is shown to see how far from your current position the Satchel Charge can be tossed. In most cases some movement of the Engineer Squad is necessary before a charge can be thrown.

The trench system is dangerous but its fortified sides provide excellent cover from the Axis troops in the area. Use the Trenches to move to the next two Bunkers and destroy them with Satchel Charges. Once they are toast, you can concentrate on the 88 Guns on the plateau above you.

The aftermath of a Bunker explosion.



The last of the three Bunkers is ready to fall.



OBJECTIVE 4: DESTROY THE 88S

The Tactical Map clearly shows the two 88 Batteries that must be disabled to end the mission.



The two 88 Batteries are on the plateau above the trench system, and getting to them requires some careful movement. The upside to their configuration is that there is a ridge where your troops can move safely out of the firing arc of the guns. Begin with the 88 gun on the right side of the map.

Have your Engineers sneak up the hill and toss in a Satchel Charge. You certainly do not need to run into the enemy position with guns blazing, rather it's better to simply get into position to toss your explosives and then run.

Sneak up around the side of the 88 emplacement and toss in a Satchel Charge.



1.5 seconds until this 88 Gun is destroyed.



The second 88 Gun is a little more challenging in that there are some Axis troops in the area that give some resistance as you approach the emplacement. The 88 is farther up on a ridge and your Engineers must move up this open ridge to get into position to toss the charge.

Use your Riflemen to take out the enemy Infantry while your Engineers move up the ridge.



From here you can toss in a Satchel Charge and end the mission.



When the mission is complete you get a summary of the objectives and your performance.



Mission 2: Vierville

This mission involves paratroopers who were dropped in behind enemy lines in the pre-dawn hours of D-Day. Shortly after midnight on June 6, 1944 the largest airborne invasion in history dropped paratroopers from Fox Company behind enemy lines to secure a road link between Omaha Beach and the town of Vierville in support of the beach landings to occur in the morning hours. The Anti-Aircraft guns in the area must also be destroyed.

PRIMARY OBJECTIVES

There are three primary objectives for this mission including destroying the AA Guns and securing the road through the area. Once the road is secured, an enemy Convoy attempts to move through the road and it's your job to stop it cold. It won't be easy because the numbers of enemy troops are significant and their resolve to get down the road is strong.



- (S) = Strategic Point
- (M) = Munition Point
- (F) = Fuel Point
- (A) = Artillery
- m = Mines



Objective 1: Destroy all
Anti-Aircraft Guns

Objective 2: Secure the Road

Objective 3: Destroy the Convoy

SECONDARY & MEDAL OBJECTIVES

The secondary objectives require you to secure the Munitions Sector, which helps you to receive the ammunition necessary to lay defenses and traps along the roadway. You must also rescue Baker Company from a fierce German attack. To get the Medal in this mission the frequent road patrols must be vanquished, a task that is much easier said than done. Ultimately the most important thing you can do is to set up significant and redundant road defenses and traps so that the enemy has trouble negotiating the path.

Secondary Objective 1: Secure Munitions Sector

Secondary Objective 2: Rescue Baker Company

Medal Objective: Eliminate Road Patrols

STARTING FORCES & SUPPLIES

Manpower: 775 +189

Munitions: 200

Fuel: 0

Units: Engineers, Airborne



Historical Perspective

Many people don't know that the D-Day invasion was preceded by another invasion in the pre-dawn hours of June 6, 1944. These airborne missions were intended to drop soldiers behind enemy lines so they could disrupt the enemy enough to hinder the German's defensive efforts during the invasion. Some of the objectives included destroying or controlling the bridges while others involved destroying gun batteries.

The actual execution of this mission was far from perfect largely due to low cloud cover in the darkness, which made it difficult for the initial aircraft to find their landing/dropping zones. The result ended up being a wide distribution of paratroopers over much of the countryside, leaving small groups of men rather than two or three large cohesive forces. Unable to consolidate the troops, the pathfinder missions were not entirely successful. Still, the mistake of having many paratroopers dispersed over a wide area gave the Germans an impression of a much larger air drop than had actually occurred, and caused them to hold back some of their reserve troops for fear of losing them. The result was that the Germans 'held back' just enough to allow the Allies to get a foothold in the early hours of the invasion.

SECONDARY OBJECTIVE 1: SECURE MUNITIONS SECTOR

The first task is to take your two groups of men (three in one group, six in the other) and move them toward the AA Gun emplacement nearby. Send the main group directly toward the AA Gun along the dry path on the north side of the water while the smaller group moves through the water to the south to flank the enemy position.

Send one group up to the German position while the smaller group flanks them through the water.



Use the sandbags as cover as your men push toward the AA Gun emplacement.



Once the group to the south starts attacking the enemy position, the battle is going to move in your favor quickly. Getting hit from two flanks is the kiss of death in situations like this, and a couple of well-placed Grenades can clear the AA Gun crew out and allow you to capture the area. Once the enemy is taken care of, move up to the Munitions Point and capture it for the Allies.

A well-placed Grenade takes care of the last of the enemies in the AA Emplacement.



Capture the Munitions Point.



SECONDARY OBJECTIVE 2: RESCUE BAKER COMPANY

Next up you must move toward the farmhouse where Baker Company is holed up. The enemy is camped around the farmhouse, firing on Baker Company which is effectively surrounded. The path up to the enemy forces is fairly wide open, so you need to take your groups and divide them.

Have one group lay down suppressing fire on the enemy while the other group moves around the small stone walls to flank the enemy position. Once flanked, the enemy can be quickly disoriented with one or two well-placed Grenades.

Baker Company is surrounded by German troops.



Push forward and use Grenades to keep the enemy disoriented.



The small stone walls in the area make excellent cover.



ENEMY WEAPONS

When a group of enemies is vanquished they often leave behind a weapon or two. In the case of rescuing Baker Company the Germans leave behind an MG 42 light machine gun. If you want to make use of this powerful weapon, have one of your Airborne troops pick it up.

OVERLAPPING OBJECTIVES

The remaining objectives in this mission overlap to a certain extent, so you must always be considering the first two objectives as you move through the map.

MEDAL OBJECTIVE 1: DESTROY THE PATROLS

All of the objectives in this voluntary mission overlap, so pursuing any one objective ultimately helps your efforts toward another objective. Begin by capturing the Munitions Point right by the farmhouse, then move up and capture the point to the north.

Capture the Munitions Point by the farmhouse.



Then capture the Strategic Point by the roadway to the north.



Once this is done, you need to lay down Mines and barbed wire on the roadway to help slow down and even stop the patrols that frequent this stretch of road throughout the mission. You really can't lay down too many defenses here, so be aggressive and set up your defenses as thick as possible.

The game tells you where to place the first set of Mines.



There is a pair of Panzerschreck Anti-Tank weapons in the field near the road, and these are very effective against the enemy patrols so have your troops pick these weapons up. Once you have them, you can use them against the enemy patrols as they roll by. The combination of Sandbags, Barbed Wire, Mines, and your troops and their AT weapons should be enough to stop the patrols.

The Panzerschreck weapons in the field come in very handy with the patrols.



RPzB 43 (Raketenpanzerbüchse) Panzerschreck

Developed in response to the American M1 Bazooka, the RPzB 43 Panzerschreck is a very simple steel tube with a firing trigger rigged into it. Where the Panzerschreck (literally translated as Tank Terror) excels is in its ability to penetrate armor. Indeed, the Panzerschreck can penetrate up to double that amount of armor of the American Bazooka, making it a formidable weapon against all armored vehicles and tanks. The RPzB 43 Panzerschreck weighs in at around 10kg and had a rocket that was about 3kg. The rockets traveled at over 100m/sec and had an effective range of about 150 m (500 feet).

The enemy patrols continue repeatedly, so replace mines that have been detonated in the brief gaps between patrol runs. Keep fighting off the enemy patrols until they are all vanquished, at which time you receive your medal.

The enemy patrols keep pounding you.



When the last patrol is destroyed, you receive the Parachutist Badge.



OBJECTIVE 1: DESTROY ALL ANTI-AIRCRAFT GUNS

There are five Flakvierling 38 AA Guns scattered throughout the map, most of these are in sight of the roadway. Your job, as you move through the map and secure the sectors, is to destroy and/or capture each of these guns. As you move through the map, be sure to capture each AA Gun position and hold it. To start, build an Observation Post at the Munitions Point near where the mission began. Next, move toward the Munitions Point in the east.

Before you start going after the AA Guns, you need to capture this point and get your hands on the Supplies as well as the Pak 38 AT Guns.

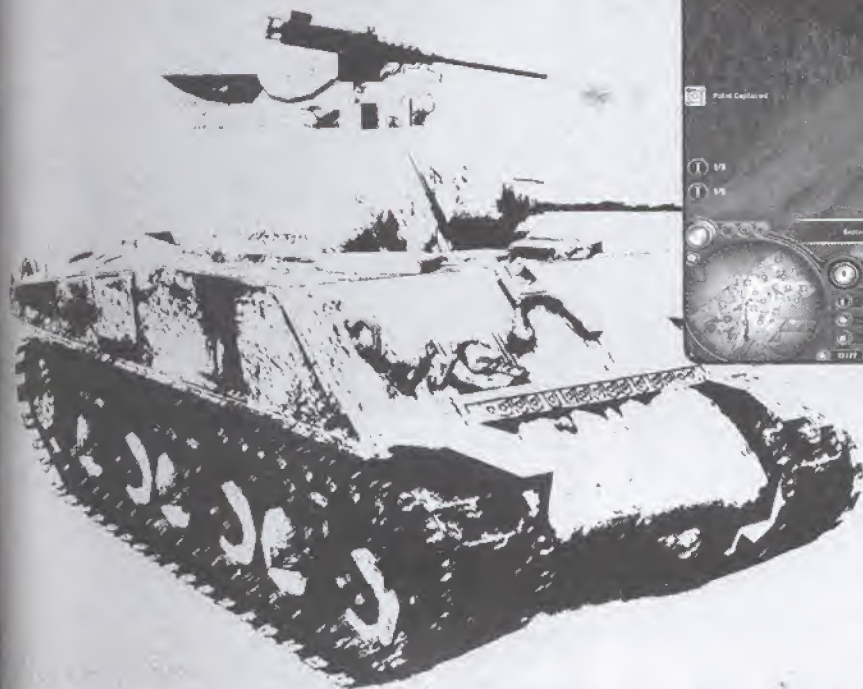


The Munitions Point in the southeast corner of the map contains two Pak 38 Anti-Tank Guns, a palette of supplies, and an enemy bunker complete with an Officer. Your job is to capture the point, kill all of the enemy soldiers, and assassinate the Officer! Start by hitting the Bunker itself with a Satchel Charge, then move in and cut up the rest of the enemy soldiers that remain.

A Satchel Charge does a good job of cutting up the Bunker and the rest of the troops in the area.



Capture the MP, then grab the Ammo Box.



When you capture the Pak 38 guns, each of them takes a crew of three soldiers, so when a gun is captured an Airborne Squad of six is divided in half with three of the soldiers ending up with the gun and the other three remaining as Airborne soldiers. These guns are critically important later in the game when you are defending the road, so move the Pak 38s out to the southern portion of the road where they can defend the path and take out the enemy convoy.

Set up the two Pak 38s on the road in such a way that they can both hit enemy vehicles simultaneously.



Now that the southern portion of the map is under your control, you can move up and capture the remaining enemy areas one at a time, being sure to capture/destroy the AA Guns along the way. The areas are peppered with various enemy emplacements including MGs and Mortar crews, but with careful attacking you can neutralize these as you proceed forward.

Movement through the fields is not entirely unopposed.



Two squads of infantry usually defend the AA Guns. One of the best ways to deal with these troops is to toss a Grenade into their midst in an attempt to scramble their command structure. A well-placed Grenade can cause some enemies to die while others end up running for their lives, thus giving you an opportunity to move in.

AA Guns usually are defended by a pair of enemy Squads.



A Grenade thins out the AA Gun defenders.



To find the remaining AA Guns you can use the Tactical Map to see where each of them is located. Keep going after the AA Guns as they are now your main concern (for the time being). The Germans don't like having their territory taken from them, so expect to get some counter-attacks from time to time. For this reason, it behooves you to build Observation Posts on the Munitions Points so that your field of view is as large as possible.

The Tactical Map shows you where the remaining AA Guns are. Note the two Pak 38 guns in the southern portion on the road.



The Germans counter-attack an AA Gun emplacement captured by the Allies.



OBJECTIVE 2: SECURE THE ROAD

As you move up to take down the AA Gun emplacements, you need also be putting troops in place to guard/secure the roadway along its entire length. There are a few Strategic Points along the roadway that make excellent locations for you to place MG crews and defensive structures. The reason for doing this now is that in a short period of time you are going to have to stop a large German convoy, and getting some of the defensive elements in place early is a smart move.

Fortify your troops and get defensive structures and troops set up along the road as you make your way to the final AA Guns.



The road has a couple of AA Guns that are right beside it. These AA Guns actually can come in very handy to Allied troops when the convoy arrives since the Flak 38 guns can be used against vehicles with great effect. Man the AA Guns whenever possible.

The Flak 38 gun on the left side of the road is manned by Allied troops.



The final push occurs at the last AA Gun emplacement next to the road in the north. There is a large fortified complex with several bunkers, the AA Gun, a Strategic Point, and plenty of enemy activity. Expect the enemy to counter-attack at this location, so keep at least one full squad of Airborne troops in the area.

This last area is a tough nut to crack.



The Germans are going to counter-attack, so be ready for anything.



When the areas are all secured, get your Engineers out and have them lay down Barbed Wire, Sandbags, and Mines along the length of the road. In short, make it as difficult as possible for the enemy convoy to make it down the road. The two Pak 38 guns are absolutely critical in taking out the convoy because they stand as your last line of defense. Any vehicles that make it to the Pak 38s have already made it past the rest of the road defenses, so the AT Guns must hold.



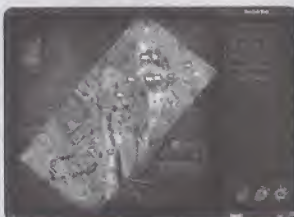
OBJECTIVE 3: DESTROY THE CONVOY —

Once the convoy starts rolling, there isn't a heck of a lot that you can do other than to get your Airborne troops into position with their Recoilless Rifles along the road's edge.

At this point the AA Guns manned by your troops, the Mines, and the other various defensive barriers that have been erected are going to have to be good enough.



Ultimately the Pak 38 guns are the real saviors. It's critical that they be placed relatively close together so that they can both hit approaching enemies simultaneously. Any vehicle that makes it to the Pak 38 guns will already have taken some damage, and two direct hits should be enough to finish them off.



Mission 3: Carentan

Perched on a crossroads linking Utah and Omaha Beaches, Carentan is a critical objective in establishing a decisive Allied beachhead in Normandy. Fox Company's orders are to secure Carentan and push back the Axis defenders. This mission involves a great deal of house-to-house fighting inside the town of Carentan, with the main objective being control of the Church.



(M) Attention Point

PRIMARY OBJECTIVES

The primary objectives in this mission are to destroy the enemy garrisoned in the Café Normandin, then get to the Church, secure the area and garrison the Church so that you can claim it as a Barracks. Once that's done, you must create enough units to move north through the map and capture the Town Hall. As with other missions, some of the Secondary and Medal Objectives overlap with the Primary Objectives, so the job of using your Snipers to get 30 kills is something that can be incorporated with the rest of the tasks at hand.

Objective 1: Destroy Café Normandin

Objective 2: Clear Church Area

Objective 3: Garrison the Church

Objective 4: Upgrade Church to Barracks

Objective 5: Secure the Town Hall

SECONDARY & MEDAL OBJECTIVES

There are two objectives here. First, you need to capture the Munitions Sector that's just to the north of the Church, then during the course of the fighting you must score 30 kills with Snipers. Getting 30 kills with Snipers can be tricky, but if you follow the advice here you can accomplish this in the course of the other activities.

Secondary Objective 1: Capture
Munitions Sector

Medal Objective: Score 30 Sniper Kills

STARTING FORCES & SUPPLIES

Manpower: 410

Munitions: 700

Fuel: 15

Units: Airborne x2



OBJECTIVE 1: DESTROY CAFÉ NORMANDIN

The first task is to destroy the Café Normandin, where the enemy is holed up. To take out the Café, select one of your Airborne Squads (which have Satchel Charge capabilities) and toss a charge into the Café. Five seconds later, the Café explodes and you've completed that objective!

An Airborne troop tosses in a Satchel Charge.





Use the low stone walls as cover as you press toward the Church.



Goodbye Café!



The Germans are fairly entrenched in the area around the Church, so it's best to use Grenades to help break up groups of enemies out in the open and use Satchel Charges for those enemies that are entrenched in buildings.



A Satchel Charge destroyed enemy troops holed-up in a building.



OBJECTIVE 2: CLEAR CHURCH AREA —

Your next objective is to get to the Church and clear out the surrounding area. By doing this you can set up in the Church and turn it into a Barracks from which you can create several kinds of units including Infantry and Snipers. Start by moving your two Airborne Squads toward the Church (see map). There are plenty of enemy infantry along the way so use the low stone walls as cover whenever possible.



Right outside the Church is an enemy squad with an MG 42 set up. This crew is difficult to attack because of the excellent sight lines in the immediate area, but if you can get one soldier close enough to lob a Grenade or a Satchel Charge, you can take it out in one fell swoop.

This MG 42 near the Church is trouble!



A Satchel Charge makes quick work of it.



The area immediately around the Church is rife with enemy troops, including several squads in the building directly across from the Church entrance and a Pak 38 gun nearby. Use a Satchel Charge on the building and storm the Pak 38 to capture it for your own uses.

Use Satchel Charges on this building.



Rushing headlong into this Pak 38 gun can quickly overwhelm the crew.



OBJECTIVES 3 & 4: GARRISON & UPGRADE THE CHURCH

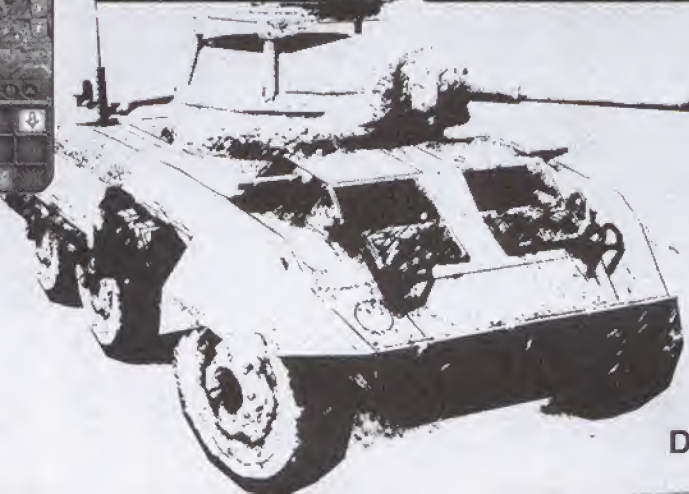
Send a Squad into the Church to Garrison it, then upgrade it to a Barracks. Once this is completed you can create Paratroopers, Machine Gun Crews, Mortar Teams, and Snipers. Once the Church is ready, go out and grab any enemy hardware that they left lying around like MG 42s, Mortars, and the Pak 38 Gun. Order up a Heavy Machine Gun Team and set them up in front of the Church where they have a good overall line of sight.



Church upgraded!



Create a Heavy Machine Gun Team and set it up in a defensive position in front of the Church.



SECONDARY OBJECTIVE: CAPTURE MUNITIONS SECTORS

There are two nearby Munitions Sectors/Points that are worth obtaining. The closest point is worth a whopping +16 while the other is worth +5. Holding both points ultimately helps your supply situation and gives you greater flexibility in terms of attack routes through Carentan. Capturing the nearby Munitions Point isn't difficult, but you can be sure that the enemy is going to counter-attack in this area, so setting up defenses becomes important.



Capturing this MP is relatively easy, but the enemy comes back.



The far Munitions Point is much better defended and it takes a more careful attack plan to be successful. Start by using the low stone wall as cover for you to push back the enemy Infantry in the area, then use successive blasts from Grenades to force the enemy back. Be aware, there is a German Sniper in the adjacent building! Capture the point and then use the ruined building as cover as you go after the Sniper.



Use the low wall as cover as you push forward.



Note the Sniper in the building beside the MP.



The enemy MG emplacement is a constant annoyance near the second MP area, so it's not a bad idea to use Grenades to charge the emplacement and take them out permanently. Once the area is secure, build an Observation Post on the Munitions Point to secure the area and give you a superior line of sight.

Push forward aggressively.



MEDAL OBJECTIVE: GET 30 SNIPER KILLS

This objective ties into the overall objective of getting to the Town Hall. While you build up your attack forces for the push toward the Town Hall, it's a good idea to create two Snipers that can move ahead of your other troops and pick off enemies as they move. Thirty kills seems like a lot, but it's entirely possible to get 30 kills in about 10 minutes with two Snipers in the right positions. Start by setting up defensive perimeters, then begin to build your attack force, including two Snipers.

A Satchel Charge makes quick work of the German MG 42 Team.



This view shows the many enemy troops holed-up in buildings along the path to the Town Hall.



Building an Observation Point gives you a superior line of sight.



A Mortar Team comes in handy.



After you create one Sniper, take him out into the field and use his Camouflage ability to keep him from the enemy's prying eyes. Set him up in a location where he can pick off 8-10 enemies, then set him to start his attacks. While he is attacking, have your Barracks (the Church) create a second Sniper. Send this Sniper out to do the same thing. By carefully moving and hiding these Snipers using their Camouflage ability, you can get the requisite 30 kills needed for the medal.



A Camouflaged Sniper moves through the streets of Carentan.



Even though he is pinned, this Sniper can wreck plenty of havoc on the enemy.



OBJECTIVE 5: SECURE THE TOWN HALL

Now that you have taken care of all of the other objectives, the time has come to capture the Town Hall and end this mission. The biggest problem you have is to clear out the enemy from the many buildings in the area. Enemy troops that are entrenched in buildings are difficult to take out, but this is your task nonetheless. Use Satchel Charges whenever possible to blast the Germans out of the buildings.



A Satchel Blast destroys one of the enemy's hiding places.



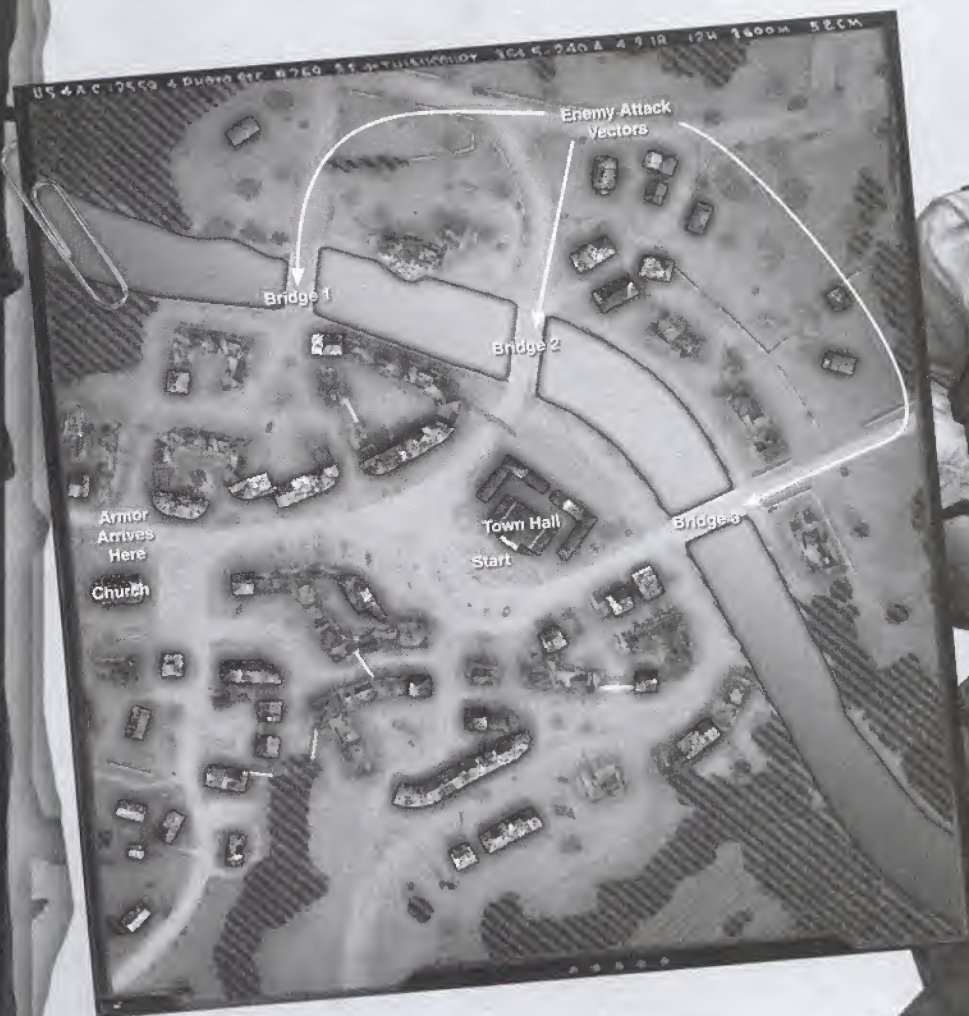


The Germans have an Armored Car in the square that's in front of the Town Hall. To take this out it's best to place a Satchel Charge on it and then run like heck. The resulting explosion destroys the vehicle and leaves the enemy crawling away. Once this area is basically cleared and the Armored Car is destroyed, victory is yours!



Mission 4: Carentan Counterattack

Having secured Carentan, Fox Company must now face a determined German counterattack. Shortly before sundown, lead elements of the 17th SS Panzergrenadier Division launch an offensive to regain Carentan. Your job in this mission is to hold Carentan and keep the Germans from taking it back. Ultimately it is likely that you are going to have to fall back to the Church and dig in for a desperate defensive, but if all goes well Able Company can arrive on time and save your bacon. Once the armor arrives, you can use it to drive the enemy back through town and reclaim Carentan a second time.



PRIMARY OBJECTIVES

Until the last portion of the mission, this is entirely about setting up a defensive perimeter and fighting off the fierce German counterattacks that come over the three bridges at your positions. Eventually the enemy takes over the bridges and pushes you back, but if you can hang on long enough then the American Armor rolls in and saves you. From this point you need only to take the Sherman Tanks and eliminate the Germans from the town once and for all.

Objective 1: Establish Defensive Perimeter

Objective 2: Defend the Town/Church

Objective 3: Destroy all Axis Armor in Carentan

SECONDARY & MEDAL OBJECTIVES

This mission contains no secondary objectives, while the Medal Objective involves inflicting a great deal of 'hurt' on the enemy.

Medal Objective: Inflict 250 casualties on the Axis

STARTING FORCES & SUPPLIES

Manpower: 1020 +246

Munitions: 505 +69

Fuel: 50 +8

Units: Engineers, Airborne



OBJECTIVE 1: ESTABLISH A DEFENSIVE PERIMETER

As the mission begins you have a reasonable supply of resources and ten short minutes to secure the perimeter of Carentan. The only advantage you have is that the enemy is on the other side of the river and they have only three bridges with which to cross (see map). Therefore your job of defending is tied directly with the mouths of the three bridges. Start by building Bunkers at the mouth of each Bridge, and then move up any AT Guns to also cover the mouth of each bridge. While your Engineers are busy, be sure to build a couple extra sets of Engineers—you are going to need them.

Build Bunkers to help cover the bridge exits.



Place Heavy Machine Gun Teams and Barbed Wire across the bridge heads as well.



The Town Hall can produce 57mm AT Guns, and since armor is not something you have access to until much later in the mission, it's a good idea to produce several of these guns and place them in and around the bridge heads. Whenever possible, it's also important to use crossfire situations.

This means placing Heavy Machine Guns and AT Guns in locations where their lines of sight intersect on the bridge.

The result of doing this is that you create a 'hot spot' of concentrated fire that the enemy *must* move through in order to get into your territory. These setups can be very effective.



It's not always recommended, but placing Mines and even Sandbags on the actual Bridges can help to slow the enemy significantly.



OBJECTIVE 2: DEFEND THE TOWN/CHURCH

Once the German counterattack commences, you must defend Carentan for fifteen minutes. It may not sound like much, but the Germans throw a lot at you. While the initial portion of the fight begins, continue building the defensive structures near the three bridge heads, and continue to set up crossfire situations whenever possible. It's also a good idea to continually deploy new forces as the mission progresses.

A burning German armor carcass sits at the mouth of the bridge. The AT Gun in this position did its job well.



ARTILLERY STRIKE

Don't forget that you have the ability to use Command Points in Infantry Company. The Artillery Strike is an excellent ability to ensure you have.



The first wave or two that the Germans throw your way are manageable with the defenses suggested. After about 10 minutes, however, the Germans begin an artillery barrage on the area around the Town Hall, and this barrage has a tendency to flatten everything you've worked on. Still, it's important to keep the defenses up as long as possible, placing new AT Guns and MG crews to replace those that are destroyed.



The Germans initiate an artillery strike against you.



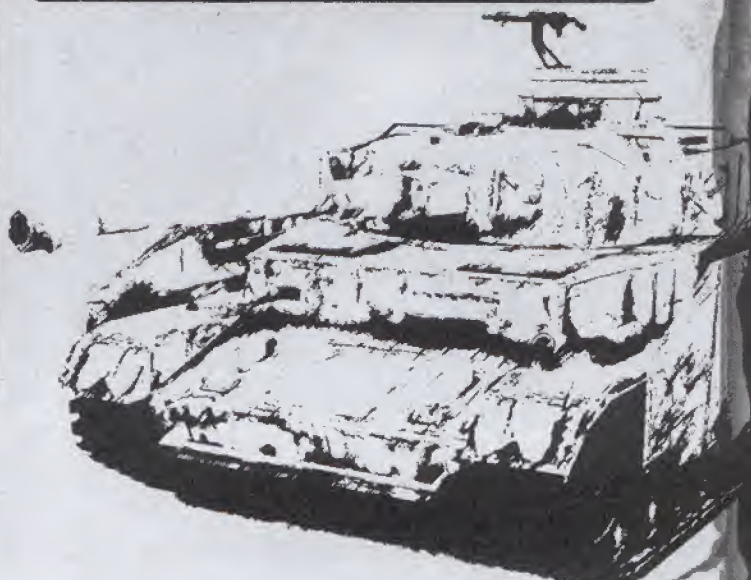
This AT Gun can do a lot of damage to any German forces attempting to cross Bridge 3 (see map).



Eventually you get instructions to fall back to the Church. At this point you don't really need encouragement to do so because the enemy has succeeded in crossing the three bridges and is now starting to push heavily into Carentan. You need only hold out for three or four more minutes, so drop your troops back to the Church and use whatever tricks you have left in your bag to slow the German's offensive. Satchel Charges can work against enemy armor in a pinch. Continue to fall back until Able Company shows up with their Armor, then get ready to dish out some pain.



The Germans get close to the Church.





MEDAL OBJECTIVE: INFLICT 250 CASUALTIES ON THE AXIS

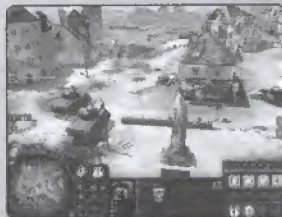
Obtaining this medal is as simple as taking out 250 enemy troops. The problem is that 250 troops is a large number, but if you are aggressive you can take them all out before the mission comes to an end and you can get the Medal.

Take out as many enemies as you can. The magic number is 250!



OBJECTIVE 3: DESTROY ALL AXIS ARMOR IN CARENTAN

The armor arrives! As soon as the Sherman Tanks show up, saddle up and start moving against the enemy positions. Have your Infantry follow in behind your armor as you move back through Carentan.



You know it when the armor arrives.



Chase the enemy back through Carentan.



There are several pieces of enemy armor that must be destroyed before the mission ends. Take the first pair of Sherman Tanks back to the Town Square and take out the STuG there, then have the other Sherman sweep around to the right of the Church and take out any enemy armor you come across.



When the last STuG IV is destroyed,
the mission is over!



Mission 5: Montebourg

Four days out of Carentan, Able and Dog companies are tasked with clearing a route to Cherbourg and defending a convoy of troops and supplies needed for the final push to Cherbourg. After using the Mine-Sweeping M4 Sherman to clear out the Mines on the road and sweeping the entire area of the fiercest of the enemy forces, you must defend the Convoy from repeated enemy attacks.



PRIMARY OBJECTIVES

The mission begins with the rescue of Dog Company; a group of Allied soldiers trapped on all sides by Axis forces. You must then secure the road. This involves capturing many sectors on the map and using your M4 Sherman's Mine Sweeper to clear the road of Mines. Lastly, when the road is secure the Convoy (the Redball Express) shows up on the southern portion of the map. You must defend the convoy from vicious Axis attacks.

Objective 1: Rescue Dog Company

Objective 2: Secure the Road

Objective 3: Defend the Redball Express

SECONDARY & MEDAL OBJECTIVES

The secondary objective involves pushing northward to destroy the Axis Forward Base, which is magnified in difficulty by the fact that there is a Panzer Group in the area. Fortunately if you destroy the Panzer Group (a group of German Tanks), you active the bonus Medal for this mission. You are going to need lots of armor to defeat the German armor.

Medal Objective: Destroy Panzer Groupen

Secondary Objective: Destroy Axis Forward Base

STARTING FORCES & SUPPLIES

Manpower: 700 +49

Munitions: 200 +69

Fuel: 0

Units: M4 Shermans,
Light Tank



OBJECTIVE 1: RESCUE DOG COMPANY

You begin with a solid supply of powerful armor, and the first thing you should do is group your armor and move north toward Dog Company's position mid-map.

Group your armor.



The Tactical Map shows where Dog Company is pinned.



Get your armor group rolling up the road toward Dog Company's position, and be ready for attacks from Axis units along the way. When you reach the Courtyard where Dog Company is pinned, use your Armor to take out the Germans in the area and save Dog Company.



Use your power to clear out the Courtyard.



OBJECTIVE 2: SECURE THE ROAD (PART 1)

Your next objective is to clear out the road and build up your forces so that you can defend the convoy. Clearing the road involves taking out the enemy presence along the road, but it's also important to use the Mine Sweeper Sherman to clear out the Mines that are placed along the road as well (see map). The first thing you need to do is start building up your base near your HQ.

Your HQ waits.



Build your base around the HQ.



Once the Base is built up, you need to start capturing the munitions and fuel points around the map so that you can build up a force to be reckoned with. This involves destroying plenty of enemy forces along the way. It's best to have two armor groups consisting of 2-3 Sherman Tanks and one or two light tanks. These two armor groups can then move around the map taking out the enemy and clearing a way for your Infantry to move in and capture the Fuel, Munitions, and Strategic Points.

The enemy has plenty of Armor in the eastern portion of the map.



A pair of armor groups gives you a great deal of power and flexibility.



MEDAL OBJECTIVE: DESTROY PANZER GROUPPEN

Not long after you start to capture points around the map, the German Panzer Grouppen shows up. This group of armor is a thorn in your side, but if you can successfully destroy it, then you can ensure the Medal for this mission. Rather than destroying the enemy Tanks all at once, you need to work on this as you continue to work on securing the road and capturing the Forward Base. As with the other missions, these objectives overlap, so whenever you see an enemy Tank, do not let it get away — destroy it. Plenty of the enemy armor is around the eastern (right hand) mid—point of the map, so concentrate your armor in that area.

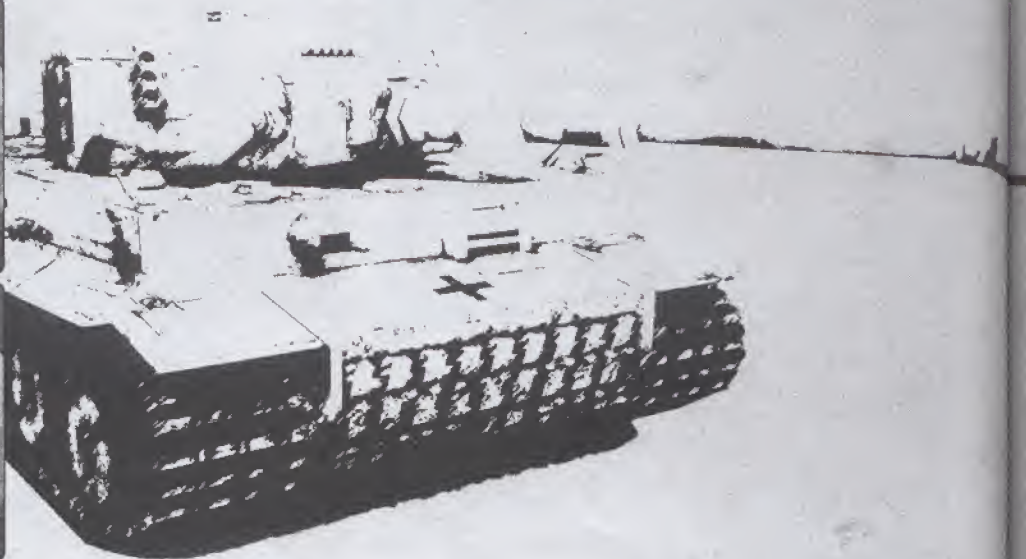
You'll know when the Panzers come.



Keep your armor groups together and takeout the enemy armor as you come across them.



When the enemy armor is vanquished, the award is yours.



OBJECTIVE 2: SECURE THE ROAD (PART 2)

Once the southern portion of the map is under your control, and many of the enemy troops have been vanquished, you need to move an armor group with a Mine Sweeper up to the area on the road where the mines are placed (see map). Turn on the Mine Sweeper on the front of the Sherman and roll up the road to clear the Mines. Once this is done, and the central Strategic Point is under your control, the Convoy arrives in the south.

SECONDARY OBJECTIVE: DESTROY FORWARD BASE

The Axis Forward Base is in the central eastern portion of the map (see map). The area isn't particularly well defended, although you can expect to see at least a few STuG IV tank destroyers in the area and plenty of German Infantry Squads. Lead into the area with an armor group and clear it out to secure the secondary objective. The other bonus of securing this area is that you are likely to destroy more of the Panzer Gruppen aiding you in completing the Medal objective.

The spinning chains on the front of the M4 Sherman Mine Sweeper clear out mines off the road.



An armor group with some Infantry prepare to move on the Forward Base on the eastern edge of the map.



The Mine Sweeper clears out all of the mines making it possible for the Convoy to enter the map in the south.



Sending in your Tanks first to the German Forward Base is a good idea.



Once this area is secured, the secondary objective is complete.



WAR MACHINE UPKEEP

As all of these battles are going on, you must continually be working to replace lost units and upgrade your existing units with the various upgrades available. Managing your overall base is critical to your success, especially in the final phase of the mission where the enemy concentrates their attacks on the convoy you are charged with protecting!

OBJECTIVE 3: DEFEND REDBALL EXPRESS (THE CONVOY)

Once the road is secured and the Axis Forward Base is toast, the Redball Express Convoy rolls onto the map and stops in the lower third of the roadway (near your base). Your job is to protect the Convoy, which does not move north, it sits on the road (the proverbial sitting duck) and you must find a way to protect it. The best thing to do is to bring one of your armor groups back to the convoy to help to protect it, but it's also a good idea to place Heavy MG Teams in the area to help thin out the enemy Infantry that attack as well. Expect many of the enemy attacks on the convoy to come from the southeastern corner of the map.

Keep enough units near the Convoy to help protect it.



The Convoy (in yellow) enters the map in the south.



You can nip some of the enemy attacks in the bud by moving to the eastern edge of the map.



While the Convoy is being protected, continue to use one or more of your groups to attack in the north to take care of the rest of the Strategic Points. This strategy ensures that the Panzer Groupen is destroyed (if it hasn't already been) and will ultimately end the mission in your favor.

Don't let your armor stray too far from the Convoy — the enemy is always coming after it.



Keep pushing northward.



Victory!



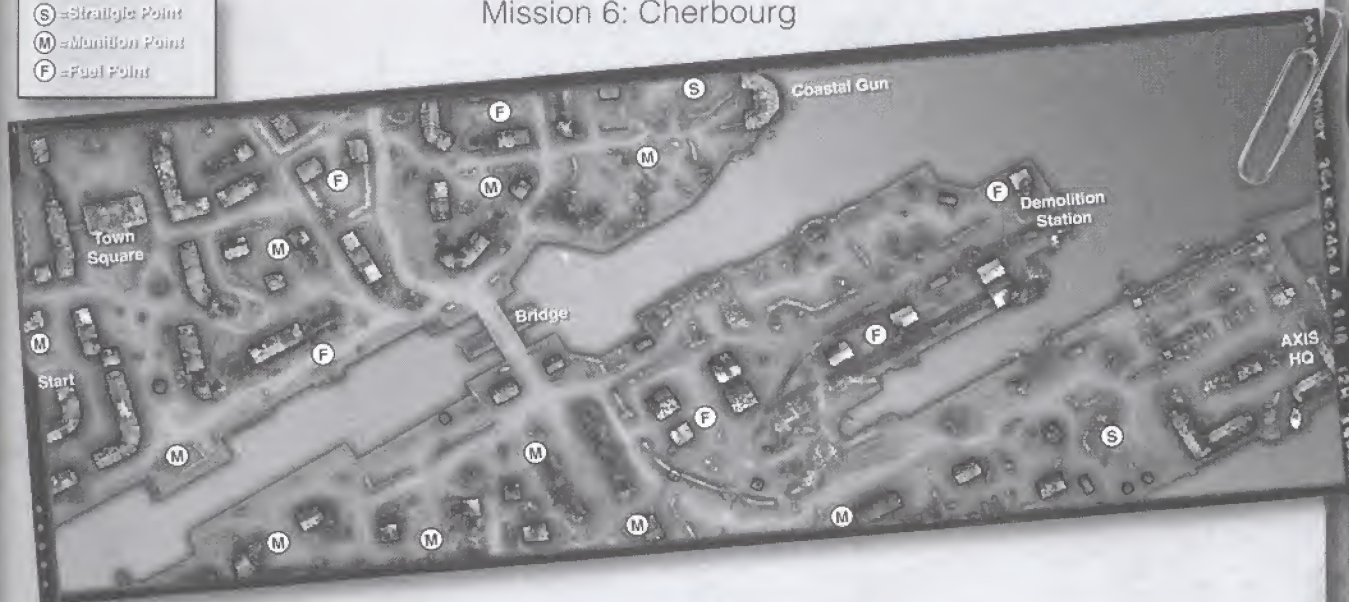
Chapter 4:

The Campaign Part 2

This represents the second third of the single-player missions in Company of Heroes. The first mission ends the D-Day portion of the story, and then we move into the V2 Rocket section where you must disable the V2 Rocket facility behind German lines. By now you are familiar with the game and should be ready for the increased challenge and pressure these missions heap on you. Gear up, the path to victory lies ahead.

- (S) = Strategic Point
(M) = Munition Point
(F) = Fuel Point

Mission 6: Cherbourg



Able Company is tapped with leading the final assault and securing the port of Cherbourg intact. Supporting Able Company are naval guns from the USS Texas. In this mission you have to secure the Town Square and then destroy the coastal Axis guns and their HQ. As secondary objectives you must upgrade a building to a Barracks and destroy the Axis Demolition Station. The enemy is no pushover in this mission, so be prepared for some heavy fighting and significant casualties.

PRIMARY OBJECTIVES

The three Primary Objectives span the entire mission. You must first capture the Town Square, which can be done with relative ease once your reinforcements arrive. The second objective requires you to destroy the Coastal Guns, which requires that you control the area around the guns decisively before sending the Engineers in to set the demolition charges on the gun bunker. The Axis HQ is on the far island (across the bridge) and is going to be the last thing your troops destroy. A strong armor attack that's backed by Rangers and Engineers is required to destroy the enemy Headquarters.

Objective 1: Secure the Town Square

Objective 2: Destroy Coastal Guns

Objective 3: Destroy Axis HQ

SECONDARY & MEDAL OBJECTIVES

The Secondary Objective is achieved right away as you upgrade a building into a Barracks for yourself, but the Medal Objective is something that you do not have to complete in order to finish the mission. Getting the Medal requires that you divert from your primary path in order to take out a well-defended area at the tip of a peninsula (the Demolition Station).

Secondary Objective: Upgrade Building to Barracks

Medal Objective: Destroy the Demolition Station

STARTING FORCES & SUPPLIES

Manpower: 830 +108

Munitions: 250

Fuel: 0

Units:

Riflemen,
Crocodile Tank (reinforcement),
Engineers (reinforcement),
M4 Sherman Tank (reinforcement)



HOARD MUNITIONS!

As this mission progresses you eventually gain access to off-map Artillery barrages. These barrages are incredibly powerful in that they can take out entire bases, multiple enemy squads, and even enemy armor groups. An off-map Artillery Barrage costs 200 Munitions, so it's important that you stockpile as much Munitions as possible.

The best way to do this is to capture all of the Munitions Points on the map, but it's also important that you don't waste Munitions on anything that's not critical to your efforts. For example, it costs 50 Munitions to upgrade an Engineer squad to have the Flamethrower ability. With a Crocodile on the map this isn't a key upgrade, so it is likely best to save those Munitions. The reason it's important to save the Munitions is that the Artillery Barrage's cool-down is only about 30 seconds, so you can fire repeatedly on an enemy position. The enemy's HQ and the Demolition Station are both locations that can be obliterated with 2 to 4 Artillery Barrages. This saves you a great deal of loss and cost in your conventional Squads. If you have 1000 Munitions as you approach the Axis HQ, then you can rest secure in the knowledge that the off-shore Artillery Barrages are going to make your job much easier.



SECONDARY OBJECTIVE: UPGRADE BUILDING TO BARRACKS

While you can wait until later in the mission to upgrade a building to a Barracks, if you do it right away it serves two purposes: to give you a place to create Squads and to clear the Secondary Objective early. Therefore, it is worthwhile to move a Squad into the recommended building (the game recommends a building for you), then upgrade it to a Barracks.

Garrison this building with your troops.



While the building is upgrading, grab the M9 Bazooka nearby.



Once the Barracks are upgraded, you are set to move forward.



OBJECTIVE 1: CAPTURE THE TOWN SQUARE

Once the Barracks is created, take your Riflemen and move them to the Munitions Point across the road. When the point is captured, reinforcements which include an M4 Sherman and a Crocodile Tank arrive to aid your efforts.

Reinforcements show up shortly.



Use your new armor power to clear out the enemy.



Roll your two pieces of armor into the Town Square area and attack with ferocity. As soon as the bulk of the enemy forces are vanquished you get confirmation that the Town Square is in your hands and a Forward HQ is established for the Allies.



You can now build a base.



CAPTURE THE SUPPLIES

If you move behind the HQ building you notice that there are piles of various supplies lying around. Use either Riflemen or Engineers to move in and grab these supplies because they go directly to your coffers. If the enemy gets to them first, they are lost to you, so don't waste any time going after them. Getting your hands on supplies like this can speed up the creation of your force/base considerably. There are supply caches throughout the map, but the majority of them are right behind your newly captured HQ.



There are plenty of supply caches in the area behind the HQ.

OBJECTIVE 2: DESTROY COASTAL GUNS

Destroying the Coastal Guns requires that you build up a full base, upgrade your Engineers so that they can use their Demolition Packs, and build up an attack force that can weather the attack the German forces unleash as you approach the Gun Bunker. Start by building up your base and balancing your force. Create three M4 Shermans and several groups of Engineers to repair them, then create some M8 Armored Cars to mop up enemy infantry.

A Tank Depot going up behind the HQ.



Create a solid armor attack force.



While your base is being created and you build up your attack force, take the M4 Sherman and the Crocodile along with a squad of Riflemen and move around to clear out any and all enemies barricaded in buildings or around key points.

You don't need a huge force to clear out the area just north of the HQ.



Clear out any stragglers like this Sniper.



The Crocodile is a powerful weapon against Infantry.



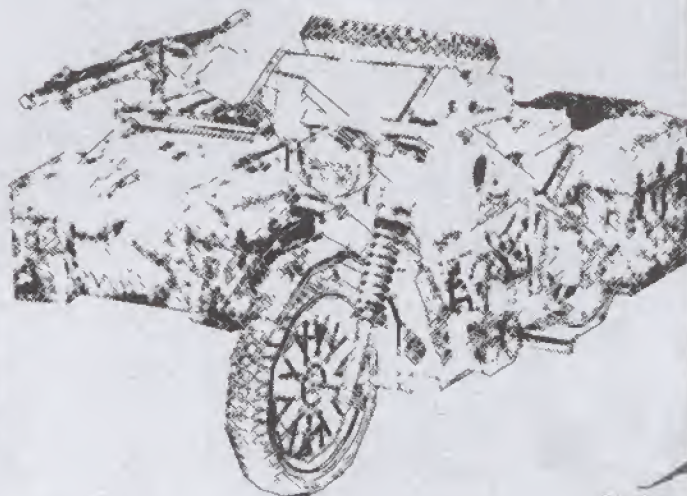
When your base is complete and the units are created, it's time to roll on the Coastal Gun Bunker.



Armor protects the point while Infantry move toward it.



With your armor and Riflemen, move through the enemy positions toward your objective while constantly capturing any key points you come across along the way. The Munitions and Fuel that can be gained by capturing these points is invaluable later when your troops must face a considerable force of German Infantry and Armor across the bridge. Generally speaking, a safe tactic for capturing key points is to roll your armor in to clear out the enemies, then while your armor sit by the point protecting it, move in an Infantry Squad to capture the point.



BEWARE OF STUGS ACROSS THE RIVER

There are STuG IV Tanks across the river from your starting point, and they have a superior range to your Sherman Tanks. If you get too close to the bank of the river, the enemy can hit you and do significant damage. With the armor available to you, you are helpless to do anything about it (except cross the bridge).



This is a dangerous place for your tanks to be (an M8 Armored Car is destroyed by a German STuG across the river).



Enemy STuGs sit on the far side of the river waiting to paste your armor if they get too close.

Push northward with your armor up to the Gun Bunker. There are plenty of enemies in the area, and even some AT Squads that come out of the Bunker to try to throw you off, so be ready for their attempts to destroy you. In this case the Crocodile is an excellent choice for thinning out the enemy Infantry.

Push toward the Coastal Guns.



When you reach the guns, secure the area.



If you haven't already, upgrade your Engineers so that they can use Demolition Charges. Once the charges are ready, have the Squads move up to the door of the Bunker and plant the charges. The first charge blows the door, but the second charge actually takes out the entire Bunker. They key here is to keep an Armored Car and a Sherman nearby to take out any enemies that show up while your Engineers are planting the Demolition Charges.

Don't worry about the Strategic Point yet—just blow the bunker!



The Demolition Charge being set.



The Coastal Guns are toast!



MEDAL OBJECTIVE: DESTROY DEMOLITION STATION

Once the Coastal Gun is destroyed, you need to mop up the remaining Munitions and Fuel Points on your side of the river, as well as take out any remaining enemy forces. Use your Engineers to repair damaged armor as well. When the job is done, put together a solid attack force of Tanks and Armored Cars, then move toward the bridge and start crossing it. The Germans have a Tank Depot in the south, so expect to see a lot of armor coming at you from that direction.

Now is the time to repair before you move to the far side of the river.



Crossing the bridge is likely to be hairy.



Once across the bridge it's a good idea to put the Demolition Station out of your mind for a minute while you concentrate on taking out the enemy's ability to produce armor. Their production facilities are in the lower portion of the map, so repair your armor and start rolling toward them—expect plenty of resistance. By this time you likely have access to an Artillery Barrage, which can do huge amounts of damage in only a few seconds.



Lining up an
Artillery Barrage.



An Artillery Barrage lays waste
to the enemy encampment.



When you reach the southern area of the map the enemy's Armor production building comes into view. Attack it with either an Artillery Barrage or simply use your own armor to blast it to smithereens. Capture the Munitions Point in the area and then grab the three +100 Fuel stashes that are nearby.

Blast the enemy's armor production facility.



The Artillery takes care of the Demolition Station, giving a Medal with no armor casualties.



Capture the Munitions Point and then grab the extra Fuel canisters!



When the enemy's armor capabilities are thwarted, move your armor group directly north to the Demolition Station. The Station is very well defended, so rather than rolling in with all of your tank's guns blazing, instead move just close enough to spot for an Artillery Barrage. After the barrage you can use your tanks to finish off the job and secure the Medal!

Move your armor en masse to the north.



The Demolition Station is well defended. Blast it with Artillery.



OBJECTIVE 3: DESTROY AXIS HQ

The last thing you need to do is to move up and destroy the Axis Headquarters. At this point you control much of the map and you have significant resource income which allows you to build any Squad you want. Buff up your armor force so that you have at least four tanks an Engineer Squad and a Squad of Rangers, then move up to the Axis HQ area.

Start moving toward the HQ.



The Tactical Map shows your control of the situation.



If you have more than 1200 Munitions, then whenever you see an enemy location that looks daunting, hit it with an Artillery Barrage before you roll in your tanks. When you reach a Munitions or Strategic Point, move your Rangers up to capture it.

The Artillery Barrage arrives.



As the enemy pour troops into the street to stop you, aim another barrage to end the mission.



Keep an Engineer Squad close to your Tanks so that they can repair along the way. Move your tanks toward the HQ, and again when you see large opposing forces, use the Artillery Barrage.

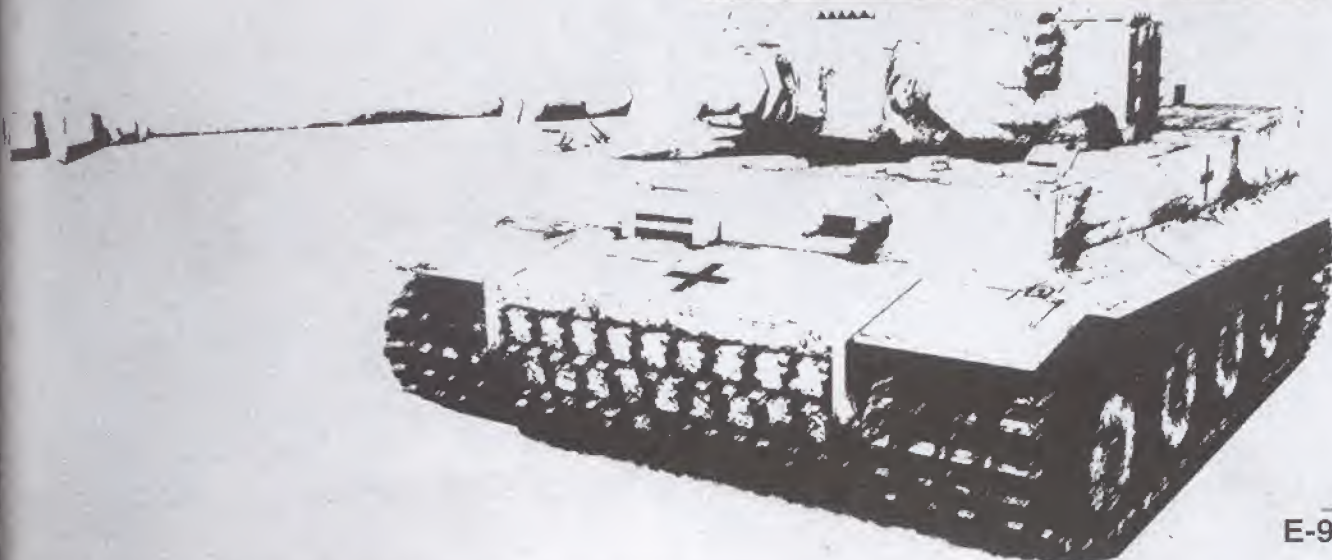
Keep Engineers around to repair your armor.



A Barrage pounds an enemy-occupied building.



Your power is too much for them. Victory!



Mission 7: Sotteväst

Allied intelligence has uncovered a functional V2 Rocket site. To deal with this threat, Fox company is called in to raid the facility. Their mission is to neutralize the V2 site's garrison and destroy the rockets. This is a tough fight because your resources are limited and you have a significant enemy presence with which to grapple with as you attempt to get to the Assembly area. Patience is important in this mission.

- (S) = Strategic Point
- (M) = Munition Point
- (T) = Guard Tower
- (A) = Artillery

Your target for this mission—a V2 Rocket.



PRIMARY OBJECTIVES

Your main objective is to destroy the Launch Assembly area for the V2 Rockets. It sounds easy, but it isn't. You must get your troops to the Assembly area, which is no small feat in this highly-protected industrial complex. Patience and careful management of resources are the most important aspects of this mission.

Objective 1: Destroy V2 Launch Assembly

SECONDARY & MEDAL OBJECTIVES

The three Secondary Objectives are accomplished throughout the mission as you attempt to get to the Assembly area successfully. Capturing the Main Entrance, while difficult, can be done. Once the area is under your control, you must defend it from several counter-attacks, all of which are bound to strain your resources. The Oxygen Tanks are on the path to the roof of the building, so you needn't worry about finding them. Fortunately some armor reinforcements arrive to cushion the challenge you face.

Secondary Objective 1: Destroy Oxygen Tanks

Secondary Objective 2: Assault Main Entrance

Secondary Objective 3: Defend Main Entrance

Medal Objective: Eliminate Base Komandant

STARTING FORCES & SUPPLIES

Manpower: 645 +178

Munitions: 306 +24

Fuel: 104 +15

Units: Paratroopers



SECONDARY OBJECTIVE 2: ASSAULT MAIN ENTRANCE

The mission begins with three Paratrooper Squads dropped in near the gates to the facility. The best way to gain a foothold on the Main Entrance area is to attack the left side (see map) of the formation on two fronts. First, have one group attack the enemy being the sandbags while a second group moves through the hole in the fence and approaches the enemy on their flank. A well-placed Grenade can do the job for you.

Use cover when approaching. Note the broken fence line on the far left of the screen.



Attacking this area from two sides is usually enough to capture it without taking more than one casualty.



Once the left side of the entrance is in your control, use Grenades to stun or kill the enemy on the right side and cross over to gain control of the AA Gun. Don't waste any time getting a crew on the AA gun.

Speed is critical. Don't let the enemy reinforce.



Once you have occupied the AA Gun you can use it to your advantage.



The next problem you have are the two MG 42s in the Guard Towers just beyond the entrance threshold. There's a Strategic Point nearby that you must capture in order to gain control of the Main Entrance and satisfy the objective, but you cannot get to it without destroying the two Guard Towers first. The first thing you need to do to get ready to take down the towers is to reinforce your Paratrooper Squads, replacing any men that fell in the battle so far. Once that's done you want to have your squads pick up the MG 42 machine guns that are in the area. By picking up the MG 42 the squads are divided, allowing you to again replace the troops that left to man the machine guns. In this way you can greatly increase the number of troops on your side.

The two Guard Towers are a thorn in your side. They protect the roadway leading into the compound.



Reinforce your troops by having replacements parachute in.



Once your Squads are buffed up and you have at least a pair of MG 42 squads ready to go, set them up so that they put a crossfire on the Guard Towers. By setting up your MG 42s like this you can chip away at the enemies inside the tower while also suppressing their fire on your other troops. Once that is done, run a single squad up to one of the towers and have them toss a Satchel Charge. It's risky, but if your MG 42s are suppressing the towers, then you can get close enough to toss a charge.

Set up the MG 42s to suppress the towers.



Run up with a squad to toss a Satchel Charge.



The Satchel Charges blow the towers in one shot.



Once the towers are out of the picture you can move up and set up your MG 42s to prevent the enemy from approaching the entrance from *inside* the base. Now is the time to get the Strategic Point under control.



Set up your MGs to cover the approach to the entrance area.



SECONDARY OBJECTIVE 3: DEFEND MAIN ENTRANCE

Once the entrance to the base is captured and the Strategic Point is under your control, you must keep the area secure while branching out and destroying the AA Guns that are dotted throughout the base. Start by dropping in some new units, then get ready for some fierce fighting.

Drop in some new soldiers.



Capture the Strategic Point and get ready to fight.



The enemy comes after the Main Entrance, but a couple of MG 42s and one Paratrooper Squad can defend the area adequately for now. Once you've buffed up the area around the Entrance, take your other troops and move to the right of the Entrance to start capturing more territory. Use Grenades and Satchel Charges to disrupt the enemy positions that are fortified with sandbags, then move your troops in deeper to enemy territory.

There are some very thick groups of enemies in the area.



Use Grenades to disrupt the enemy positions before you move in.



Eventually the enemy troops start to move on the Strategic Point by the Main Entrance. When they do, that's your cue to get in there and defend the area. You can drop in some Paratroopers to back up your existing troops if need be, but don't let the area fall.

Eventually the enemy comes after the Entrance again.



Use Paratroopers to support your troops in the area.



SECONDARY OBJECTIVE 1: DESTROY OXYGEN TANKS

There are two suggested paths into the base on the map (see map). Path 1 takes you past the Oxygen Tanks and up a narrow pathway up to the rooftop where the Base Komandant is located, whereas Path 2 takes you around to the Assembly Area.

Move along the path to the Oxygen Tanks. There are two AA Guns along the way and also some tough German resistance. Start by moving to the first AA Gun. Use a Satchel Charge to take out the Guard Tower nearby.

Use a Satchel Charge to take out the Guard Tower.



Reinforce your troops and then capture the area.



A Mortar Team (the Mortar is an enemy Mortar that can be captured) can work wonders here.



Once the AA Gun is captured, reinforcements arrive in the shape of a halftrack with an AA Gun. Move your new Halftrack in to the Guard Tower to take it out, then toss a Grenade or two at the AA Gun crew to disable them. Expect some enemy Halftracks to show up and give resistance.

Reinforcements arrive.



The AA Gun on your Halftrack is capable of doing some serious damage.



Once the area around the Oxygen Tanks is cleared, you need to get your Paratroopers up to the Tanks so that they can set the Demolition Charges.

It takes a few minutes for the team to set the charges properly. When the charges are set a 'Detonate Me' sign appears. Click on the sign to detonate the tanks.



When everything is set, a 'Detonate Me' sign appears.



Use the Halftrack to take out the Guard Tower, or just have your Paratroopers drop in a Satchel Charge.



BOOM!



MEDAL OBJECTIVE: KILL THE KOMADANT

The Komandant is in a bunker on top of the main building (see map). To get there you need to follow Path 1 on the map which takes you past the destroyed Oxygen Tanks to a narrow path that leads up to the Bunker. Beware, however, because there are some nasty enemy troops in the area and the AA Gun behind the fence has a line of sight on your troops.

The narrow path up to the Bunker.



When you get up to the Bunker, toss a Satchel Charge in it. When do you, the troops inside come running out, including the Komadant. Be aggressive and shoot for the Komadant—you need to kill him to grab the medal.

The troops vacate the building when threatened.



The Komadant is crawling away.



Once the Komadant is killed, capture the Strategic Point.



OBJECTIVE: DESTROY V2 LAUNCH ASSEMBLY

Now your job is to get to the V2 Launch Assembly Area. Since you have troops on the top of the main building, have them take out the enemies and the AA Guns along the way. Fortunately, at this time you get an influx of armor reinforcements, so while the troops on the building roof are fighting the AA Guns, send your new armor brigade along Path 2 (see map) toward the V2 Assembly area.

Armor reinforcements arrive!



Use your troops on the roof to take out as many AA Guns as possible.



COMMANDER TREE

The Commander Tree available in this mission is the Airborne Tree. It's likely best to obtain the Paratroopers, the AT Gun, and the Supply Drop.

These three abilities make a big difference in defeating this mission.

Your Armor consists of a Halftrack with AA Gun, an M8 Armored Car, and two M4 Sherman Tanks. Group these units together and then move them around Path 2 (see map), taking out any enemy armor you come across.



The enemy presence is fairly thick, complete with some Panzer IV Tanks, but if you keep your armor together, their combined strength can overcome the enemy units individually.

Around the corner there are two more Guard Towers that you must take out before you reach the ramp down to the Assembly area.



There are enemy Tanks in the area.



Capturing Munitions and Fuel Points along the way is prudent.



Take out the Guard Towers.



Once you reach the mouth of the Assembly area, use your tanks to take out the enemy armor that's lurking down the ramp. Once the enemy armor is gone, you can call in Paratroopers to land and plant the Demolition devices around the Assembly area.

There are a pair of enemy tanks waiting down the ramp.



When the V2 Assembly blows, the mission is over!



Parachute in some Paratroopers and have them plant the Demolition Charges.



Mission 8: St. Fromond

Operation Cobra. Able Company is deployed to the St. Lo sector, also known as Hedgerow country. Their first mission is to secure the town of St. Fromond and establish a bridgehead across the river Vire. The stakes get higher with each mission. In this mission you must repair a bridge and get across it to capture the Town Square. Once you have the town square, however, the enemy counter-attacks viciously and you must attempt to hold the area without being destroyed. The key to success in this mission lies in neutralizing the Nebelwerfer batteries.



PRIMARY OBJECTIVES

Your objectives involve getting across the bridge into St. Fromond and holding the Town Square. Once you have secured it, you have to fortify it and defend it against a thirty-minute onslaught by German troops and a constant bombardment with Nebelwerfers (German Rockets). The key to victory lies in destroying the Nebelwerfers; if you don't destroy them they can wipe out your entire base and the bulk of your units.

Objective 1: Secure St. Fromond

Objective 2: Repair Bridge

Objective 3: Defend St. Fromond for 30 Minutes

SECONDARY & MEDAL OBJECTIVES

The Secondary Objective of Neutralizing the Nebelwerfers should be your primary objective once the defense of St. Fromond begins. Getting to the Axis Chateau for the Medal is going to depend entirely on the speed with which you take out the German rocket installations.

Secondary Objective: Neutralize Nebelwerfers

Medal Objective: Destroy the Axis Chateau HQ

STARTING FORCES & SUPPLIES

Manpower: 1080 +327

Munitions: 500

Fuel: 109 +37

Units: Engineers,
Mortar Team, Riflemen,
Calliope



OBJECTIVE 2: REPAIR BRIDGE

To start the mission you have a base with a Barracks and an HQ. You are going to need armor in this mission, so start building up your base while you group your units together. Take the Calliope, the Mortar Team, and the Riflemen with you to the area near the bridge. When you get there, leave the Infantry behind and move the Calliope up to the edge of the ruined bridge.

Your starting forces are reasonable.



Leave your infantry here and just move the Calliope across to begin with.



As the Calliope approaches the bridge area you quickly see where the enemy is located.



The enemy opens fire on you with machine guns and an AA Gun that's mounted right on the far side of the riverbank. Use your Calliope to take these enemy positions out. Use the Rocket Barrage to take out the more stubborn of the enemy encampments.

You may even find an enemy Armored Car across the way.



The Calliope's Rocket Barrage is very powerful, which is to say very 'useful' when attacking stubborn enemies who are embedded in buildings.



Once the enemy presence is taken care of, move up your Riflemen and have them capture the Munitions Point while your Mortar Team sets up to attack any Germans that come within range. Your Engineers can now come up and repair any Calliope damage before beginning repairs on the bridge itself.

Engineers working diligently on repairing the bridge.



It only takes a short time to repair the bridge enough to use it.



OBJECTIVE 1: SECURE ST. FROMOND

Once the bridge is repaired you can move into St. Fromond, but be aware that St. Fromond is hardly undefended, so when you move into the town you need to have a strong enough force that you can capture the area without getting your hat handed to you. Gather up your forces on the bridge, then move them across en masse. Use the Calliope's Rocket Barrage to clear out the AA Gun and other troops in the Town Square area as you approach it.

The Calliope's Rocket Barrage comes in handy.



If one Rocket Barrage is good, then two must be twice as good, right?



Make sure that you have at least one (but preferably two) Shermans on hand before you move into the Town Square. Once you capture the Town Square, the countdown starts for the counter-attack, so start getting ready right away!



Capturing St. Fromond starts the clock on the counter-attack.



OBJECTIVE 3: DEFEND ST. FROMOND FOR 30 MINUTES (PART 1)

After St. Fromond is captured, a 30 minute timer starts. The enemy begins attacking in earnest at the 25 minute mark, so you basically have about five minutes to set up your defensive perimeter. The best thing to do is to lay down some Mines, place some Tank Traps on the eastern road (along the river), place some Barbed Wire and Sandbags, and put in a few Machine Gun Teams to help cut down the enemy troops that charge the area.

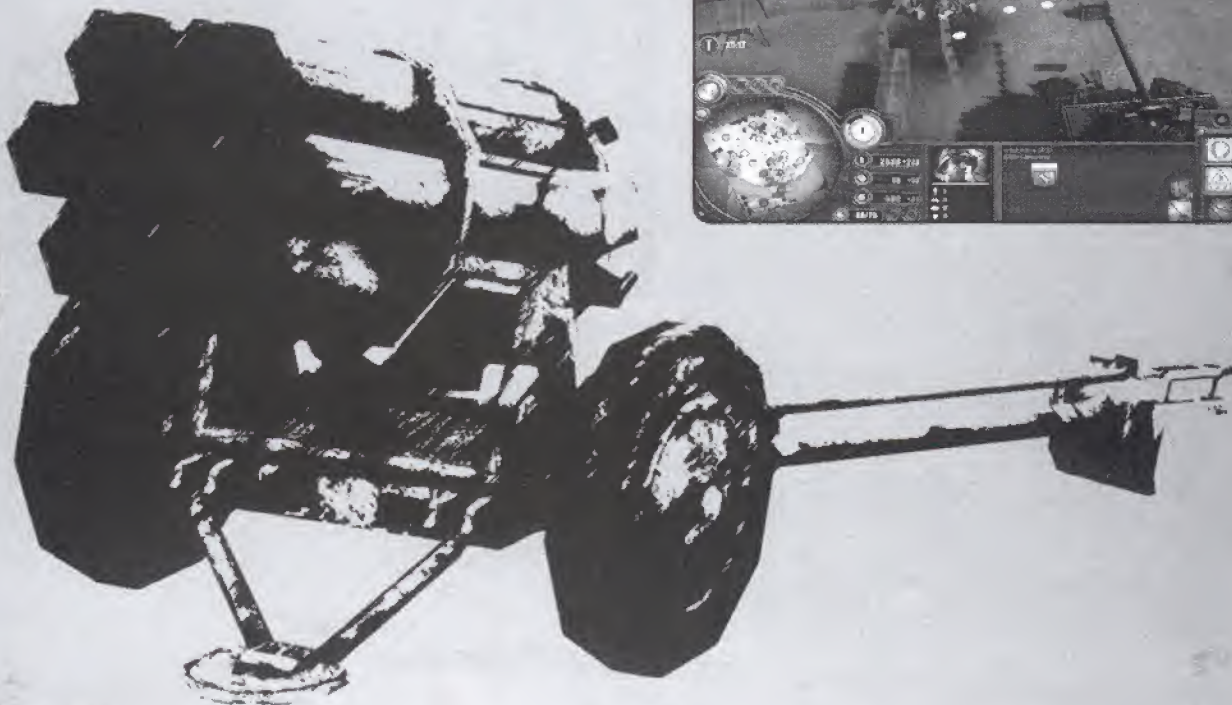
Lay down Mines.



Build some Tank Traps.



Maybe even put in a Sandbag or two.



SECONDARY OBJECTIVE: NEUTRALIZE THE NEBELWERFERS

You might be tempted to defend the town by hunkering down and riding out the attacks, and truth be told this would actually be a viable strategy if not for the relentless Nebelwerfer attacks that come at you throughout the 30 minutes. For this reason you *must* put together a four-unit armor group to move to the Nebelwerfer sites (which are conveniently marked on your map) and destroy them as fast as possible!

A Nebelwerfer attack in action. Note the total destruction of the Allied units.



The anti-Nebelwerfer attack group forming.



NEBELWERFER ATTACKS

These attacks not only devastate your units in the town of St. Fromond, but they also eventually target your main base, including your HQ. The end result is that your base is completely destroyed by rocket attacks, so go after those deadly batteries as soon as you can!

As soon as the first Nebelwerfer attack begins, move your troops to one of the three Nebelwerfer sites and take it out. Expect to meet some resistance (such as German armor) along the way, but your armor group should be able to deal with it.

Expect to meet resistance while en route to the enemy rocket batteries.



Use whatever you've got to take out the Nebelwerfer sites.



Once one site is destroyed, waste no time moving to the next site and take it out as quickly as possible. Move to the third (and last site) and destroy it as well. When all three sites are neutralized you obtain the Medal, but more importantly you can move your armor back to the Town Square where it is needed most badly.

A barn between you and a Nebelwerfer site is no obstacle!



Another Rocket Battery bites the dust.



You may have success with the Nebelwerfers, but no doubt the Town Square now needs your attention.



OBJECTIVE 3: DEFEND ST. FROMOND FOR 30 MINUTES (PART 2)

In all the excitement of destroying the enemy Rocket Batteries, do not forget your primary purpose which is to defend the town from counter attack. At this point you have to make a choice. Do you move your armor group up to the Axis HQ to take it out and get the Medal, or do you move it back to the Town Square to ensure victory? You can always split the armor group and see what happens, but if you don't make a run for the HQ while there are still 6 or 7 minutes left on the timer, you won't be able to finish it off. When the 30 minutes is up, if you have defended the town the mission is over Axis HQ destroyed or not.

If the Town Square Strategic Point falls, get it back!



When you have held the town for 30 minutes, you win.



MEDAL OBJECTIVE: DESTROY AXIS HQ

If, after you destroyed the Nebelwerfer sites and you have the armor group needed, and the Town Square is holding up against the enemy attacks, then you should take your armor group up the road to the Axis Chateau HQ and destroy it to claim the medal! This is a tall order considering your other responsibilities, but it's there for a reason, so go for it!

You need a solid armor group to go after the Medal opportunity.



Mission 9: Hill 192

Between Able Company and Hill 192 lies the maze-like bocage: nestled within German 88s, Panzers and concealed infantry. Able's orders are to secure Hill 192 before advancing toward St. Lo. This is a mission where you have only 30 minutes to get a base built up and get an attack force up the heavily fortified Hill 192 to capture the Strategic Point on the top of it.



PRIMARY OBJECTIVES

Capture the Strategic Point on the top of the hill. Unfortunately, it sounds much easier than it actually is; the hedgerows in the area are crawling with enemy troops and the path up the hill is convoluted to say the least.

Objective 1: Capture Hill 192

SECONDARY & MEDAL OBJECTIVES

The two goals here are to achieve the ultimate objective in under 30 minutes, which is a tall order, and to destroy the Artillery Tower on the way up to the crest of Hill 192. The Artillery Tower is an easier objective than capturing the entire hill inside of 30 minutes.

Secondary Objective: Destroy Artillery Tower

Medal Objective: Capture Hill 192 in 30 Minutes

STARTING FORCES & SUPPLIES

Manpower: 900 +201

Munitions: 900

Fuel: 975 +5

Units: Engineers, Riflemen



OBJECTIVE 1: CAPTURE HILL 192 (PART 1)

You begin in an area where you can build up a base. Start to put together a base so that you can manufacture Armor for yourself. Once your base is underway, move your troops out to capture some of the Fuel and Munitions Points in the immediate area. If nothing else these points help you to establish a perimeter around your base camp.

Start moving out to capture nearby control points.



Build up your base so that you can manufacture armor quickly.



After a short time, reinforcements arrive in the form of a pair of Crocodile Tanks, an Armored Car and a Calliope. Use these units to help secure the immediate area around your base, then start manufacturing Sherman Tanks.

Your reinforcements are pretty handy.



Crocodiles are outstanding against Infantry.





CROCODILE BULLDOZERS

The hedgerows in this mission are impassible, but the Crocodiles have a Bulldozer option that allows you to plow straight through the hedgerows, thus opening up much needed pathways for your armor and troops.



A Crocodile with a Bulldozer blasts through otherwise impassible hedgerows.

Once you have your armor group ready to go, you have a long journey to get up the hill, even with the Crocodiles carving a path for you. The largest obstacle are the enemy anti-tank weapons that are hidden away in the infantry groups. These cause a great deal of damage to your Tanks as they wind their way through the hedgerows.

Once your group is together, get a move on!



The hedgerows are dangerous.



SECONDARY OBJECTIVE: DESTROY ARTILLERY TOWER

Your job now is to take out the Artillery Spotting Tower that the enemy is using to call in rocket attacks on your positions. The Tower is located about halfway up the hill (see map), and it takes a concerted attack from your armor group to bring it down. If you can, however, you satisfy your Secondary Objective. The key here is the question of whether you have time to stop and destroy the tower and *still* have time to make it up to the top of Hill 192 to capture it inside of 30 minutes. That said, if the 30 minute objective is already shot, then you might as well take out the Tower because time is no longer important.

Rocket Attacks are frequent until the Artillery Tower is taken out.



This is the tower, destroy it!



MEDAL OBJECTIVE: CAPTURE HILL 192 WITHIN 30 MINUTES

The only stipulation to completing the Medal for this mission is to capture the hill inside of 30 minutes. Get to the top and capture the Strategic Point before 30 minutes expires to get the Medal. It's not as easy as it sounds because once you get to the top of the Hill, the enemy brings everything they've got to dislodge you.

Made it with 41 seconds to spare!



OBJECTIVE 1: CAPTURE HILL 192 (PART 2)

If you didn't get to the Hill before the 30 minute cutoff, then you need only capture the hill at some point. If you have a few tanks and at least one Infantry group (Engineers, Riflemen, even a MG Team can do the job), then you can capture the hill and end the mission. Once the hill is yours, it's over and you win.

Enemy tanks and Rocket attacks are the norm on the hill.

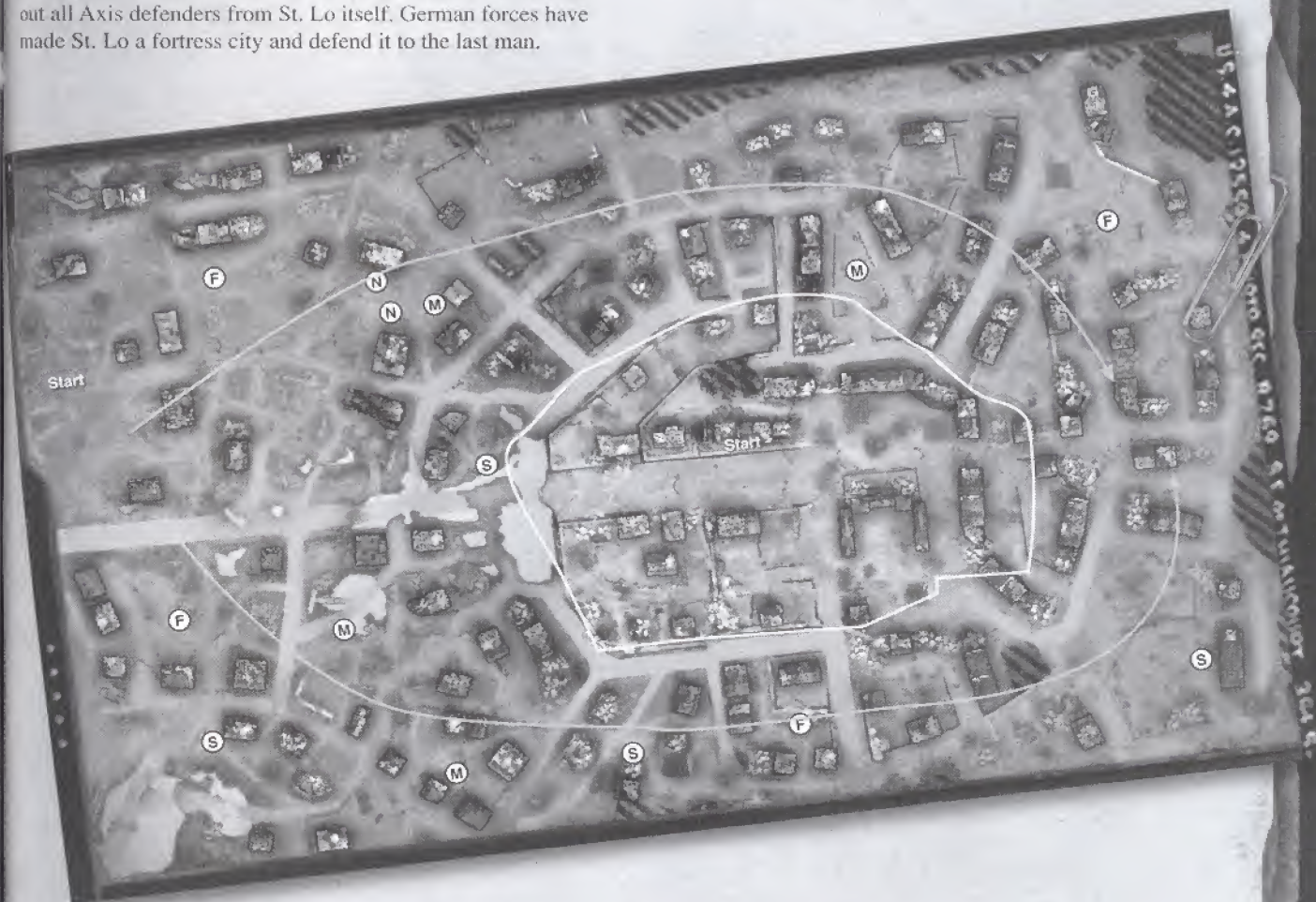


Victory!



Mission 10: St. Lo

Having secured Hill 192, Able Company's mission is to root out all Axis defenders from St. Lo itself. German forces have made St. Lo a fortress city and defend it to the last man.



PRIMARY OBJECTIVES

Your goal is to pound through the city and surround the central area. The best way to do this is to create two attack groups that move around either side of the central area, capturing sectors as they move. The fighting is often house-to-house, so expect a lot of casualties and damaged armor as you proceed.

Objective 1: Surround Axis HQ

SECONDARY & MEDAL OBJECTIVES

The Nebelwerfer Battery is not far from your starting point, up the 'left' side of the map as you exit the starting area. Take this out to eliminate future rocket attacks on your units and your base.

Secondary Objective: Destroy
Nebelwerfer
Battery

Medal Objective: Promote Rangers

STARTING FORCES & SUPPLIES

Manpower: 900 +201

Munitions: 900

Fuel: 975 +5

Units: Engineers, Riflemen



Continue to move out, building up your base and capturing the areas around your starting position. The best way to accomplish this objective is to be thorough and capture every sector while clearing out *all* of the enemies as you move.

Build up a strong base.



OBJECTIVE 1: SURROUND AXIS HQ (PART 1)

Start by building up your base and immediately branching out to capture some of the nearby Munitions and Fuel Points. Expect the enemy to constantly come back and attempt to retake any points you capture, so be prepared to reinforce the areas with defensive troops or even perhaps defensive Bunkers. Be aware that the enemy does have armor out in the city, so Infantry and Jeeps are sitting ducks.

Move out to capture Strategic Points immediately.



Make sure that you capture and clear every sector as you move around the central portion of the map.

Look out for enemy Armor along the way. This Jeep is fortunately fast enough to get away from the Panzer IV that's lining it up for a shot.



SECONDARY OBJECTIVE: DESTROY NEBELWERFER BATTERY

Once a perimeter of sectors is captured around your base, the next move is to take out the Nebelwerfer units. This can be accomplished with Grenades from your Riflemen, but you may want to put together a group of M8 Armored Cars for the job. Ultimately a Sherman Tank is the best medicine.

A lone Rifleman with a Panzerschrek attacks the Nebelwerfer Battery (successfully taking out one component before dying).



A Sherman eliminates the remnants of the Nebelwerfer Battery.



OBJECTIVE 1: SURROUND AXIS HQ (PART 2)

Once the Secondary Objective is completed, the best plan is to create two separate attack groups which each consist of a Crocodile, two Shermans, a Rifleman group, and a group of Engineers. This pretty much uses up all of your manpower allocation, but two groups like this can, if used properly, sweep the map on either side of the central area.



Continue pushing up the flanks of the central area and capture all of the sectors.



CREATE NEW BARRACKS

Take advantage of your troop's ability to create new Barracks as you move your attack groups up the map. When you've secured a new area or two, don't be afraid to garrison an unoccupied building and turn it into a Barracks. This way you can create Infantry and Engineers quickly when you need them most.

As you progress in the mission you are likely to gain access to off-map Artillery strikes. Don't be afraid to use these to take out any units or groups of units that are presenting problems. Continue to push up on both sides of the central area, taking turns capturing sectors from side to side so that the movement up the map is even.

Artillery Strikes come in very handy for units that are difficult to get a line of sight on.



Armor group 2 gets some repair before moving forward.



DESTROY ALL ENEMIES

Many small bands of enemy soldiers are barricaded in buildings as you move through areas. Take the time to destroy these units so that they don't come back to haunt you later by capturing Sectors behind the front.



Expect the odd pesky German Panzer IV to get in your way, but if you keep your armor groups together you should be able to handle anything. The more difficult part is keeping the Infantry alive since they are required to capture specific points.

Keep your armor together so that they can gang up on the enemy armor.

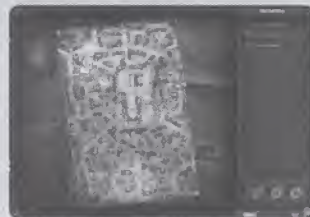


An off-map Howitzer attack on pair of Pak 38 AT Guns does the job.



Ultimately you must capture the Sector Points that are circled in green on the Tactical Map. Once these are captured, the mission is over. Keep moving and capturing until you have them all under control to claim victory.

Leave anything in the central area alone as it can only mean trouble for you. Claim the final sector and you win.



An Artillery Strike by the final Sector.



You did it.



Chapter 5:

The Campaign Part 3

This is the final third of the missions in the single-player Campaign. These five missions are understandably challenging.

Mission 11: Hebecrevon



Able company is ordered on the offensive to hunt down and destroy the remaining Panther tanks of the Panzer Lehr Division. The objectives for this mission are very straightforward: take out the seven Panther Tanks that continue to patrol the area, and minimize your own Tank casualties. Still, in the process of taking out the enemy you are going to need to capture the various Fuel, Munitions, and Strategic Points along the way to support the troops needed to accomplish your goal.

PRIMARY OBJECTIVES

The only objective is to hunt down the Panther Tanks and take them out, but beware that they are very powerful pieces of armor and they outclass the Sherman and the M10 Wolverine significantly. You must attack each Panther with at least a 3:1 margin or you risk losing your armor.

Objective: Destroy the Remaining Panther Tanks

SECONDARY & MEDAL OBJECTIVES

There are no Secondary Objectives, but the Medal Objective is a difficult challenge. You must take out the seven Panther Tanks and, while surviving the entire mission, lose less than five Tanks yourself. It's a tall order; you need to have Engineers follow your armor wherever it goes.

Medal Objective: Minimize Tank Casualties (less than five Tanks lost)

STARTING FORCES & SUPPLIES

Manpower: 485 +225

Munitions: 300 +9

Fuel: 210 +31

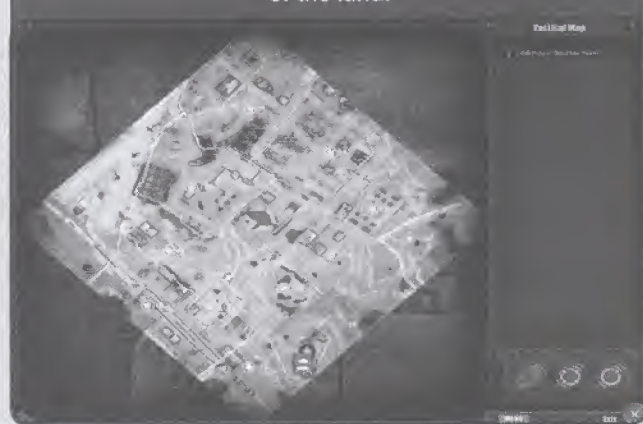
Units: Wolverine M10 Tanks, Sherman M4 Tanks, Riflemen, Engineers



OBJECTIVE: DESTROY SEVEN PANTHER TANKS

To start the mission your initial goal is to capture the immediate surrounding territories and successfully build up your base to the point where you can manufacture Armor in numbers enough to take out the Panther Tanks in the area. Begin by taking your starting forces and capture the Munitions and Fuel Points nearby while your Engineers build up the base.

Use the Tactical Map to get a feel for the lay of the land.



Start to capture some nearby points.



Once you've captured a few areas, put together an Armor group of one Sherman, four Wolverines, and one Engineer Squad. Once they are ready, move them out and start sweeping the map for Panthers. When you come across a Panther, don't hesitate to concentrate *all* of your firepower strictly on the Panther and nothing else. Have your Engineers fix up any damage that you've taken after a conflict.

Put together a Panther-Hunting group.



The first Panther with its Panzer IV guard.



Engineers work on a Wolverine after the first Panther is put down.



Check out the map for the basic Panther locations. One of the Panthers is inside a shed near a Fuel Point, but it won't be able to stand up to your forces if you hit it fast and hard. Remember that although some of the Panthers are out there alone, many of them have Panzer IVs and STuG IVs backing them up, so be careful that they don't sneak up on you.

This Panther is inside a shed by the Fuel Point.



This is a nightmare situation, a Panzer IV and a Panther with an LOS on a Wolverine's backside.



Keep an eye on the warnings on the left side of the screen because they let you know what's happening around your armor group. If enemy tanks are flanking you, it shows up in red on the left side of the screen. Note that often Panthers also have other Armor and some Infantry units nearby as backup, so the battles aren't always clean-cut tank fights. Keep some Engineers and maybe even a Squad of Riflemen nearby to help you out.

Watch out for the Flanking Panther in this situation. After this Panther's destroyed, there are only two left.



This Panther has plenty of support.



When the last Panther is dead, you win.



Once you have six Panthers down the last one often shows up in your base. You need to backtrack to hunt down this seventh Panther to end the mission.

It is a foolhardy tank commander that thinks he can show up near your base and live.



MEDAL OBJECTIVE: MINIMIZE TANK LOSSES

The Panther tanks can hit very hard and take out your Shermans with just three well-placed hits. For this reason you need to keep their health up at all times by having Engineers frequently come by and repair any damage they've taken. Always keep your units in groups and watch for any rear-armor hits from behind.

If you destroy all of the enemy Panthers and lose less than five Tanks yourself, you get the Distinguished Service Medal.



Mission 12: Mortain



Following the loss of Captain MacKay, Able Company is taken off the front lines and ordered to relieve Dog Company from Mortain. Able's orders are to dig in and wait for re-supply. Your job in this mission is to hold Hill 317 and the town of Mortain while the Germans attack with wave after wave of Armor and Infantry.

PRIMARY OBJECTIVES

The main goal in this mission is to hold Hill 317, which in this case means the Strategic Point on top of the hill. This is an extremely challenging mission because the enemy attacks in wave after wave and you must make some tough decisions about what units you pour your resources into.

Objective: Hold Hill 317

SECONDARY & MEDAL OBJECTIVES

The Secondary Objective is to hold the Town of Mortain from counter-attack, and the fact that there's a Motor Pool is a bonus since you can build Halftracks, AT Guns and M8 Armored Cars there. The Medal Objective involves rescuing the Ranger Patrol that's trapped on the northern edge of the map (see map). While sending troops out to save this group is probably not prudent, a Howitzer Barrage may just be enough to take down the enemies that are keeping the Rangers pinned.

Secondary Objective: Defend Town of Mortain

Medal Objective: Rescue the Ranger Patrol

STARTING FORCES & SUPPLIES

Manpower: 960 +282

Munitions: 500 +47

Fuel: 50 +23

Units: MG Teams, Riflemen, Engineers, Howitzer, AT Guns x3



OBJECTIVE: HOLD HILL 317 (PART 1)

The game advises you to set up defensive perimeters around the hill and Mortain simultaneously. While this is certainly one of the options available, the enemy attack force is very strong so you may want to concentrate first on barricading Hill 317 before you use resources elsewhere. Begin by placing crews in empty MG 42 sites and with empty AT Guns around the Hill.

This is a critical spot to place an MG crew.



Get all of the AT Guns and .30 Cal emplacements occupied as soon as possible.



The first wave of enemy Infantry comes at you after only five minutes have passed. The MG Crew should be able to manage these enemies well, but this is a good opportunity for your Howitzer to inflict some pain on the advancing enemy as well. Place Bunkers in key locations (see map for suggested locations) and lay down Barbed Wire wherever enemy Infantry are approaching. The enemy starts to attack from all sides, making it challenging to keep up with all of the activity.



Build up your defenses quickly.



The Germans start to come from all sides.



MICROMANAGEMENT

Be prepared for plenty of Micromanagement in terms of repairing structures, armor, and healing injured units. Once the enemy starts to press on your locations you must work hard to keep them from overrunning your position, and in many cases you must replace the troops that the enemy vanquishes.

MEDAL OBJECTIVE: RESCUE THE RANGERS

At the 20 minute mark (that's 20 minutes remaining on the enemy assault) you get information that a group of Rangers are under attack. It's at this point that you have to decide whether to go after the Rangers with units or simply attempt to take out the enemy attackers with a Howitzer attack. If you use units, you can usually succeed in saving the Rangers, however if you use the Howitzer attack there is a risk that you are going to kill the Rangers with the barrage. If you use units, take a pair of M8 Armored Cars to do the job; they're quick, powerful (against Infantry) and effective.

A pair of M8 Armored Cars can do the job.



All enemies die in a Howitzer Barrage.



SECONDARY OBJECTIVE: HOLD MORTAIN

With all of the activity that's going on, holding Mortain is one of the most difficult objectives in the game. Probably the best way to hold the Mortain Strategic Point is to build a pair of Bunkers near it and place a pair of AT Guns in the area to fend off enemy Artillery. It'll be close, but you can hold the point (barely) if you are very proactive about hunkering down with top-notch defenses.

A couple of AT Guns work wonders against the German STUGs that venture into Mortain.



Ultimately the Strategic Point is all that matters when retaining Mortain.



OBJECTIVE: HOLD HILL 317 (PART 2)

Whenever you see heavy concentration of enemies, such as large groups of Infantry, unleash a Howitzer Barrage on them to aid you as much as possible. Your conventional troops are going to have trouble handling the onslaught, so use both the Howitzer and off-map Artillery barrages as much as possible.

A Howitzer Barrage does wonders against groups of enemies like this. Note the craters that hint at previous barrages in the area.



The Barrage hits.



The Howitzer has line of sight anywhere on the map, so use it as much as possible.



Having three or four M8 Armored Cars up on the Hill comes in very handy for putting out fires on the Hill perimeter. They are fast and can handle everything from Infantry to enemy armor (in a limited way), so they are an excellent choice. It's important to keep at least one Squad of Engineers on the Hill to repair the cars when they become damaged.

Repair your M8s.



The Tactical Map can show you how everything is shaping up.



ENGINEERS AND BUNKERS

Engineers are particularly susceptible to getting smoked by enemy attacks, and since you cannot create Engineers on the Hill (they can only be deployed from Mortain), it's important that the Squads you have on the Hill are protected properly. Keep the Engineers in Bunkers when they aren't actively repairing something. If the Bunkers become damaged, the Engineers can repair them.

If you can hold out for the full 30 minutes, you get the message that the Axis forces are retreating, after which you learn if you have held Mortain and received the Medal.

The enemy retreats! Victory.



You did it!



Having survived the night and stalled the Panzer Division's initial attack, Able Company braces for a stiff counterattack on Hill 317. This is another tough battle where you must dig in and prevent the enemy from taking the high ground. The enemy's 88 Batteries are punishing and can single-handedly wipe out entire armor groups, so taking out the 88s is also of significant importance in this mission.

The German 88 Guns strike fear into the hearts of your Tank Commanders.



PRIMARY OBJECTIVES

The mission begins with your troops holding Mortain and Hill 317, but it is the three Victory Points (see map) that are the critical locations that must be captured and held. While capturing three points is normally not a tall order, especially when you have armor support, the enemy's 88 guns provide an umbrella of defense that is a challenge to say the least.

Objective: Capture and Hold 3 Victory Points

SECONDARY & MEDAL OBJECTIVES

As mentioned above, destroying the 88s is an important aspect of this mission, and indeed they are the secondary objective. Ultimately Air Strikes are probably the most effective method of dealing with these guns. The Medal Objective involves completing the mission with more than 250 Victory Points, something that you can do if you capture and hold the key positions through the majority of the mission.

Secondary Objective: Destroy Flak 88 Batteries

Medal Objective: Win with more than 250 Points

STARTING FORCES & SUPPLIES

Manpower: 525 +246

Munitions: 120 +47

Fuel: 34 +23

Units: Riflemen, M4 Sherman, M10 Wolverine, Howitzer, 57mm AT Guns, Engineers, M4 'Crocodile' Flamethrower Sherman



OBJECTIVE: CAPTURE AND HOLD 3 VICTORY POINTS (PART 1)

This objective takes the entire mission to complete. Begin by consolidating your forces and building up your defenses (especially on the Hill). Start by moving the armor that's in Mortain up to the Hill where you can mobilize it quickly in any direction. The crest of the Hill is the area where the enemy is going to come after you, so you must ensure that your defenses are in place in this location before you start thinking offensively.

Start mobilizing your armor and grouping it immediately.



Buff up your defenses in the Hill—the enemy is going to be coming after you in bunches.



On the Hill you need you take your Riflemen and get them on the various .30 Cal Machine Guns and 57mm AT Guns in the area. Deploy more Riflemen as needed to ensure that all of these weapons are manned and ready as soon as possible.

Weapons like this are just sitting waiting to be used.



Move quickly and occupy all AT Guns and MG emplacements on the Hill.



RIFLEMEN SQUAD DIVISION

When manning AT Guns or MGs it's best to use Riflemen Squads. Once you commit a Squad to a particular weapon, it's 'locked' in to that weapon forever. Therefore it's not a smart move to use Engineers to man an AT Gun since the Engineer's capabilities are then lost.

When a Riflemen Squad is used on an AT Gun or an MG emplacement, the squad effectively splits into two: three soldiers for the weapon, and three as a new, smaller squad. In some missions you can call in reinforcements for the new smaller squad, thus increasing the total size of your force. Either way, a Riflemen Squad can break into two groups and ultimately take control of two AT Guns, so when deploying troops to man heavy weapons, Riflemen are the best choice.

The least defended of the Victory Points is the point on the northern portion of the map (marked as Victory Point 1 on the map). The area is so lightly defended in fact, that you can move in with a Riflemen Squad and capture it straight up. To be prudent, however, you should take an M8 Armored Car with your Riflemen to ensure that they are protected from the odd enemy Squad that patrols the area. Be aware that the house next to VP1 should be occupied so that the enemy doesn't make a camp out of it.

Keep an M8 Armored Car around.



Capture the point.



SECONDARY OBJECTIVE: DESTROY FLAK 88 BATTERIES

The 88 Batteries defend the area around Victory Point 2 (see map) very well. So well, in fact, that you cannot approach this point without losing the armor you came with. One of the best ways to deal with this problem is to use off-map Artillery or Air Strikes to take down the 88 Battery. This requires that you fight enough to get into the Commander Tree and gain access to one of these abilities. In this case, the Airborne Company's Bombing Run ability is one of the most effective for taking out the 88s.

The Airborne Company Tree gives you access to Bombing and Strafing Runs.



88 Guns can be destroyed by armor, but usually it's at a significant cost.



THE CALLIOPE OPTION

When deciding which Commander Tree to use in this mission you can go the way recommended in this walkthrough and use the Airborne Company which gives you access to the Bombing Runs (which are very effective against the 88s). The other option is to use the Armor Company. By using this option you get access to the Calliope Rocket Launcher (a Rocket Launcher on a Sherman tank), which is also an effective tool against the 88s since it can fire from a long distance.

One advantage you have is that you have a Howitzer right in your base on the Hill. You can use this gun in any way you see fit, but one effective way to use it is to bombard the 88 guns. If the Howitzer is destroyed or occupied with other attacks, you can take out the 88s with a Bombing Run (assuming you have gained access to this ability). Either way, you need to destroy the 88s so that you can move throughout the southeast corner of the map without worrying about losing your armor.

It's inaccurate, but the Howitzer can do a decent job on the 88s.



A first-pass Bombing Run over the 88 Battery.



A second run finishes the job.



AIR RECON AND BOMBING RUNS

Bombing Runs are only effective if you have a line of sight on the enemy location you want to bomb. The problem with the 88s is that when you get close enough to spot for the Bombing Run, the 88s blow your units sky high! The answer to this is to do an Air Recon run first. Air Recon runs show the area they fly over for about 10 seconds after they pass over, so you can do an Air Recon run over the 88's location and then immediately call in a Bombing Run to destroy them and there isn't a single thing the Germans can do about it!



OBJECTIVE: CAPTURE AND HOLD 3 VICTORY POINTS (PART 2)

The Germans go after the Hill fairly aggressively so you need to defend equally aggressively if you are going to hold the location. Keep reinforcing the troops on the Hill and replace any lost soldiers on the AT Guns or MG nests. Constantly keeping an eye on these positions is important to ensure that no ground is lost on the Hill. It's also important to keep a Sherman or two in the area (or even an M8 Armored Car) to move in and clean up any messy situations that may develop.

This takes guts; the Germans have moved a Pak 38 AT Gun right up onto the Hill!



Keep some armor around to deal with the enemy on the Hill.



As German troops move into the base on the Hill, the 'cavalry' comes to the rescue in the form of a pair of Sherman Tanks climbing the hill behind the German forces.



Once the enemy's counter-attacks on the Hill are dying down, and the 88 Battery is toast, it's time to group your units together and go after the Victory Points once and for all. Use your armor and Riflemen groups to move in and capture the points, but be sure to leave backup behind to take care of any counter-attacks by the Germans. Leaving an M8 or a Sherman at each point isn't a bad idea.

If you've gone down the Airborne Company path, then use Paratroopers to support your positions.



Keep some support by the Victory Points after you capture them.



There's an enemy base in the southeast corner of the map and there are a pair of Pak 38s guarding it.



Victory!



Mission 14: Autry

The German 7th Army has begun its withdrawal from Normandy. Having only limited escape routes, Panzer and Tiger tanks are called in to keep the escape routes open as long as possible. Capt. Shultz and the remains of his elite Tigergruppen are guarding one such escape route.

PRIMARY OBJECTIVES

Ultimately the entire mission hinges on your destroying the Tiger Ace (a Tiger Tank with unbelievable armor). The Tiger Ace has extremely tough armor and it takes many hits to destroy him. His armor rating is shown as a percentage and each Sherman hit lowers the armor rating only 1 or 2 percent.

Objective: Destroy Tiger Ace

SECONDARY & MEDAL OBJECTIVES

To destroy the Tiger Ace you must build up your base to the point where you can create Pershing Tanks, so you end up conquering the majority of the map in that process. The process of capturing the map usually involves the opportunity to destroy 20 vehicles.

Secondary Objective: None

Medal Objective: Destroy 20
Axis Vehicles



STARTING FORCES & SUPPLIES

Manpower: 445 +227

Munitions: 500

Fuel: 90 +5

Units: Pershing Heavy Tank,
M4 Sherman, Riflemen,
Engineers



OBJECTIVE: DESTROY TIGER ACE (PART 1)

This map covers a large area and the actual Fuel and Munitions Points are relatively few and far between. Your job is to build up your armor presence and capture the points closest to your starting point. Note that as soon as you press northward at all the Tiger Ace comes down and blasts away at your attacking forces, then retreats once it has been hit a few times.

Always use your armor in pairs on this map.



The Tiger Ace's armor rating appears above him.



SMOKE SCREEN

The Tiger Ace always uses a Smoke Screen technique when he's ready to retreat.



The Tiger Ace has just dropped a Smoke Screen and he's beginning to retreat.

You must build up your base and follow the Armor Company Commander Tree so that you can produce both the Calliope and the Pershing Heavy Tank. The Pershing's ability to damage the Tiger Ace is far greater than that of your Wolverines or the Shermans. In the early going it's important to protect your Pershing and to repair any damage as quickly as possible. Keep pushing north to the Munitions Point north of your base. Every time you do this the Tiger Ace moves south, engages your armor, then after he takes a few hits he lays down smoke and runs.

Repair your Tanks quickly and keep them grouped together.



Using the Armor Company tree is probably the best choice in this mission.



These initial skirmishes with the Tiger tend to wear down his armor by about 35%.



Eventually you can capture and hold the point north of your base. Once this is done, move up some AT Guns to protect the area along with a Rifleman Squad. Move your armor attack force to the east to capture both the Fuel Point and the Munitions Point to the east of your base.

Once you capture the point, fortify it and move your armor elsewhere.



An AT Gun or two on the Road can serve you well.



The enemy Infantry emplacements are really no match for your armor.



OBJECTIVE: DESTROY 20 ENEMY VEHICLES

To obtain the Medal in this mission you have to destroy 20 German vehicles. At first this seems like a difficult task, but if you carefully sweep the entire map with an armor group you can tally up 20 kills before you destroy the Tiger.

An armor group with a Pershing, a Sherman, and two Wolverines is hard to stop.



The Pershing's gun is very powerful. It makes you wish all your tanks were like it!



When you obtain a Calliope, you can destroy 20 enemy armor.



OBJECTIVE: DESTROY TIGER ACE (PART 2)

By the time you have destroyed 20 enemy Vehicles, it's time to go after the Tiger Ace and finish him off. Take your armor group and move north to corner the Ace and take his armor down to zero. Don't be surprised if you lose a tank or two in the battle; just keep pounding on him until he's dead.



Move north to get to the Tiger Ace, and destroy any enemy armor that gets in your way.



The mission is over. The Tiger Ace is a burned-out hulk.



TIGER ACE REPAIR

The Tiger Ace does not repair, so any damage you lay on him is permanent.

Mission 15: Chambois

On August 19th the Allies have almost completely encircled the German 7th Army. With the Canadian and Polish divisions closing in from the north, Able Company has a chance to tighten the noose around the Axis divisions at Chambois.





PRIMARY OBJECTIVES

To close the Falaise Pocket you must take control of the area in the middle of the map. And this can occur during the process of capturing the four Bridges (see map). The German resistance here is stiff – they do not want to lose here and you can really feel it. Be prepared for lots of fighting and constant counterattacks where the Germans attempt to reclaim territory you have captured from them.

Objective 1: Close the Falaise Pocket

Objective 2: Defeat Axis Counterattack

SECONDARY & MEDAL OBJECTIVES

Getting control of the four bridges is more difficult than it looks on the surface. The bridges are often mined and the enemy quite simply does *not* want to lose them! To get the medal you must inflict 300 casualties, another tall order. In order to get to 300 casualties you must prolong the mission significantly so that the requisite battles can occur to rack up that many dead.

Secondary Objective: Control the
4 Bridges

Medal Objective: Inflict 300 Casualties

STARTING FORCES & SUPPLIES

Manpower: 874 +270

Munitions: 650

Fuel: 255 +5

Units: Wolverine,
Engineers, Riflemen,
Halftrack, Crocodile



OBJECTIVE: CLOSE THE FALAISE POCKET

Begin by getting to work on your base so that you can support your movements and attacks in this area, then move out and use your armor to capture the bridge that's right next to your base. The idea here is that you want to capture the area immediately around your base so that you have both a buffer and a staging area.



Capture the bridge since you're already here.



On both sides of the bridges the Germans are entrenched. On the east side of the bridges there are plenty of German Tanks including at least a pair of Tiger Tanks, whereas the west side of the river is getting constant reinforcements and has a ton of German Infantry. Capture as much area on either side as possible, being sure to capture the key Munitions and Fuel Points.



Watch out for the Tiger Tanks.



Even areas of little value have plenty of resistance. In this case a Panzer IV and a Pak 38 AT Gun cover each other.



Expand your territory up to but not including Bridge 2 (See map), and be careful of the many enemy forces that you come across while you do this. On the west side of the river your Crocodile comes in very handy with the multitudes of enemy Infantry in the buildings.



If you have to, burn them out!



ALLIED TROOPS

There are other Allied Troops on the map that are ostensibly doing the same job you are. However, they ultimately do not end up doing a whole lot of anything other than moving a few units into the southern portion of the map. Basically, it's all up to you!

SECONDARY OBJECTIVE: CONTROL FOUR BRIDGES

The bridges are tricky because they pretty much require the bulk of your attention. Use Infantry to get to the bridges because the enemy's armor and mining of the roads near the bridges make getting vehicles into position a tall order.

Controlling this area on the east side of Bridge 2 is important.



Bridge 3 is mined, so don't move your armor onto it, just keep them all back. Note the mine blasts by the barbed wire.



It's a tall order, but it can be done.



OBJECTIVE 2: DESTROY THE GERMAN COUNTERATTACK

Once the Falaise Pocket and the bridges are completed, the Germans launch a fairly extensive and sweeping counter attack. You need to buff up your armor as quickly as possible and move to get into a defensive front ASAP.

Field Repair as you wait for the Counter Attack.



You get warning of the counterattack.



Note where in the map this is happening, the Allies are taking it to the Germans hard.



An aggressive and quick push by your armor is enough to defeat the counterattack early.



When the counterattack comes, don't sit back and wait for the enemy, move your armor groups forward and take the fight directly to them. This tactic can cause them to really fall back on their heels a little. Once the counter-attack is destroyed, the mission and the campaign are over.

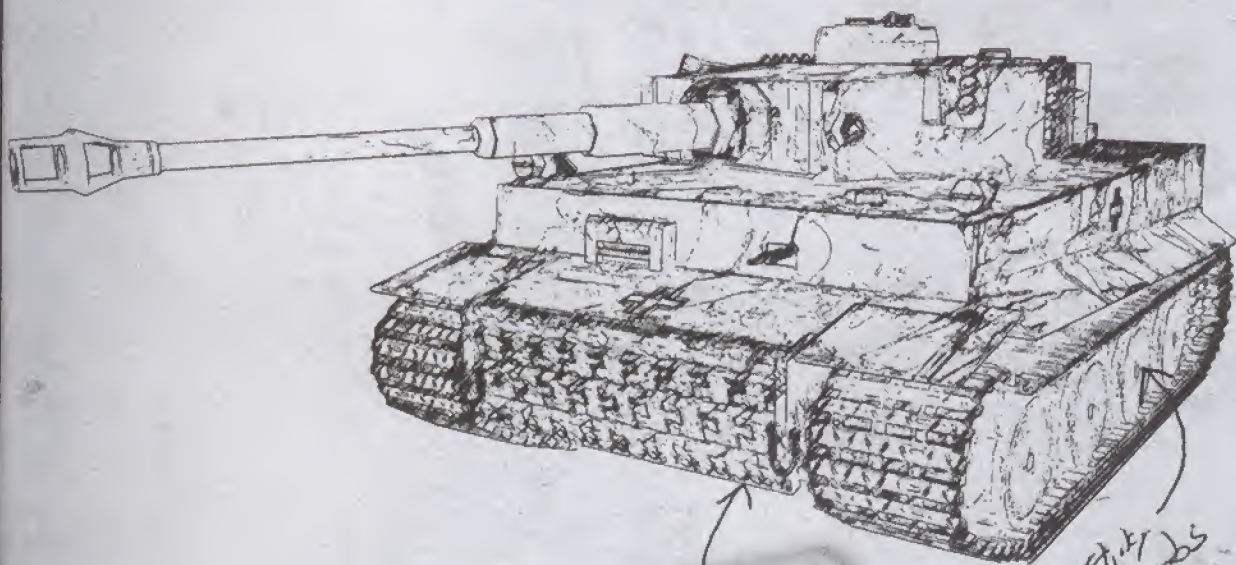
Don't waste time; go after the enemy right away.



The mission, and alas the Campaign, has come to an end.







Why Play Multiplayer?

With the Skirmish mode in Company of Heroes being so very complete, with accomplished computer opponents and plenty of challenge to be had, one might ask the question "Why bother to play in Multiplayer mode when you can do the same thing in Skirmish mode?" The answer to that question lies in the unpredictable and mysterious behavior of humans.

Let's face it, one can never predict exactly what a human opponent is going to do. Sure, there may be tendencies, but you never know for sure what might happen. For example, a computer opponent do not take huge risks that ensure its defeat, but a human player might feel that he or she has nothing to lose and they may leave their base entirely undefended and throw every unit they've got at one spot on the map. It's this unpredictable nature of humans that makes Multiplayer gameplay arguably the most entertaining and challenging gaming mode in Company of Heroes.

If you don't believe us, try playing in Skirmish mode for a while and master your techniques. Then, when you are feeling comfortable, play the same maps in Multiplayer mode against other accomplished players. The results are going to shock you—humans simply do not play like the computer, for better or for worse. Multiplayer action gives Company of Heroes an endless supply of challenging and entertaining gameplay.

Chapter 6:

Multiplayer and Skirmish

This chapter examines the Skirmish and Multiplayer gameplay of Company of Heroes. Why are these two portions of the game grouped together? The answer is that Skirmish and Multiplayer are identical except for the fact that in Skirmish the opponents are computer controlled, while in Multiplayer the opponents are flesh-and-blood humans. The parameters for setting up a game, the available maps, and even the starting locations are identical between these two game modes.



MULTIPLAYER CONNECTION OPTIONS

There are two connection options for Multiplayer gaming, LAN (Local Area Network) and Online. Online connects you through Relic Online to a common area where other Company of Heroes gamers are waiting to play.



LAN CONNECTION

The LAN (Local Area Network) connection requires that each player have a copy of the game, and it also requires that every player be connected to the same local area network. In order to set up a LAN game one of the players needs to initially click on the Host Game button. Once the game has been given a name (and if you want, a password), you move to the Game Setup screen where you can choose the map you want to play and the set up the various conditions at the game's start as well as the victory standards.

Clicking on Host Game brings you to the Create New Game dialogue.



The Game Setup for Multiplayer is identical to that for Skirmish, so if you are familiar with setting up Skirmish games, this is no different. Beyond selecting the Map to play on, there are several other factors that are important:

Win Condition-This can be toggled between Victory Point Control and Annihilation.

Starting Location-This allows you to have the Starting Locations for each team be fixed or random. Random is probably more fair, but it can create some interesting situations.

Starting Resources-This is a very important decision since giving all players a large amount of resources to start with allows them to build significant forces immediately. For those players who like to strike quickly, setting the Starting Resources to 'High' is likely to be what they want. If you want to avoid the 'quick strike' style of play, set the Starting Resources to 'Low' so that everyone has to capture sectors to bolster their supplies.

Swap Team Starting Location-In each mission there are Teams (obviously Axis and Allies), and as a rule each Team is placed on one side of the map or the other. This is fixed from map to map, but if you click on the Swap Team Starting Location button, then the starting positions of the units are literally swapped.

The Game Setup screen.

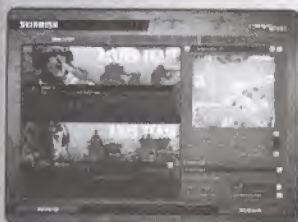


ONLINE CONNECTION

The Online Connection is similar to the LAN Connection in terms of setting up a game, but when you log on to Relic Online there are games listed that you can choose to join. If you are setting up your own game, then the parameters are the same as they are for the LAN game.



ANGOVILLE



The small farming community of Angoville has the potential to be the staging ground of a short but bloody

battle. Open fields in the west allow the swift movement of large groups unhindered by the terrain. Medics pray that the shelter found on the eastern end is enough to hold off an Axis Offensive that could prove fatal for the wounded soldiers trying to defend the area.

Angoville Strategies

The terrain in this area is wide open, making it an excellent place for Snipers to wreak havoc on the enemy. Since there are only two players, you must immediately move to capture enough Fuel and Munitions Points to ensure you don't fall behind your opponent in resources or the game is over before it begins.

Due to the wide-open nature of the map, it behooves you to capture the areas with buildings and place Snipers inside the taller buildings while setting up MG Teams and AT Guns nearby to prevent the enemy from coming after them. If you can control the buildings on the south side of the road you have a better chance of holding three Munitions Points and two Fuel Points (along with three Strategic Points). The Munitions in this area alone is worth +42.

This is an excellent map to lay down Mines and other defensive structures. The enemy is likely to get used to using the road to ferry units quickly from one location to another on the map, so placing Mines and Barbed Wire to further hinder the enemy's movement can mean that your Snipers have more opportunity to pick them off.



- (S) = Strategic Point
- (M) = Munition Point
- (F) = Fuel Point





LYON

Lyon is an urban stronghold for the Germans, but multiple attacks and battles have reduced much of it to rubble. The key defining feature of Lyon, besides the dense collection of buildings one would expect in a town center, are the bridges that line the river which separates downtown from the outskirts.



Lyon Strategies

The Starting Points in Lyon are (not surprisingly) on opposite sides of the river.

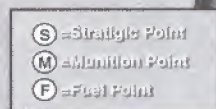
Starting Point 2 is located in the more densely populated area in the north while Point 1 is in the south near the railroad tracks. Control of the bridges is key in this mission. If you can take control of the bridges and cross into the enemy's territory, then the enemy is effectively cornered with no place to go.

The flip side of the coin is that the bridges can provide great opportunities for a defensive stand as the enemy attempts to push through your lines in an effort to destroy you. Keeping the enemy at bay at the Bridges can give you time to build up your own forces for a counter attack. The key to success is to make the enemy believe that an attack is coming at one bridge, then once they have moved their forces to defend that bridge you move another force against a second bridge, hopefully breaking through the enemy lines and sending their troops into panic mode.



SEMOIS

Semois is an area that features a natural combination of rural countryside and geographic choke points that make it desirable to hold for both sides in this conflict. Exploiting the landscape is probably the best way to achieve success on this map.



Semois Strategies

Semois is another area where bridges play a role, but since the terrain is so wide-open, the bridges are not as critical as they are in a true urban setting. There are two main bridges that can be crossed, and although the player starting in Position 1 is on the side of the map with far fewer resources, he or she is starting only a matter of feet away from the main bridge/road across the water.

The main fighting usually occurs in the central area around the few structures in the area, since there are three Munitions Points in close proximity, however the open plains often end up playing host to epic tank battles with large numbers of armor units rolling over the fields.

If you are starting in Position 1, get across the bridge and try to capture the entire northern half of the map. Use the town as a defensive staging area. If starting in Position 2, it's best to try to capture the southern portion of the map which includes the narrow land-bridge at that leads to the strip of land where your opponent begins. If you can do this, you can be a thorn in your opponent's side throughout the conflict.



STURZDORF

The industrial complex of Sturzdorf is the primary supplier of the 88mm barrels mounted on the formidable Tiger Tanks, making it an ongoing strategic concern. Needless to say, any industrial area is critical to the war effort for the Axis forces, so the battle here is always fierce.

Sturzdorf Strategies

Sturzdorf is an industrial complex with many large factory-sized buildings and plenty of roadways leading through the entire complex. Maps like this are excellent areas for Mortar Teams to set up and barrage enemy positions. Mortar Teams can set up behind buildings, in nooks and crannies and pound the enemy who is essentially unable to come after the Mortar Team because of the MG Teams and AT Guns placed everywhere around the map.

The distinct roadways and choke points in this map mean that it is important for both players to place MG Teams and AT Guns in key locations. By doing this you can prevent the enemy from moving troops and/or vehicles around the map with ease, thus pinning the enemy inside their own 'box'. The downside to doing this is that it requires a lot of micro management, but if done properly it can give you the advantage needed to claim victory.



SNIPER HEAVEN

Areas like this are perfect for Snipers. Set up a pair of Snipers in locations that have a long line of sight over a large area.

FOUR-PLAYER MAPS

Increasing the playable members from two to four dramatically changes the dynamics of gameplay for Company of Heroes. Now you have an ally working with you. In four-player games it's critical that you communicate with your teammate and organize your attacks carefully. If you do not, their combined strength and tactics can crush you quickly. Coordinate with your partner so that you support each other and initially cover as much ground as possible to capture resource points.

- (S) = Strategic Point
- (M) = Munition Point
- (F) = Fuel Point
- (●) = Start Position

LORRAINE

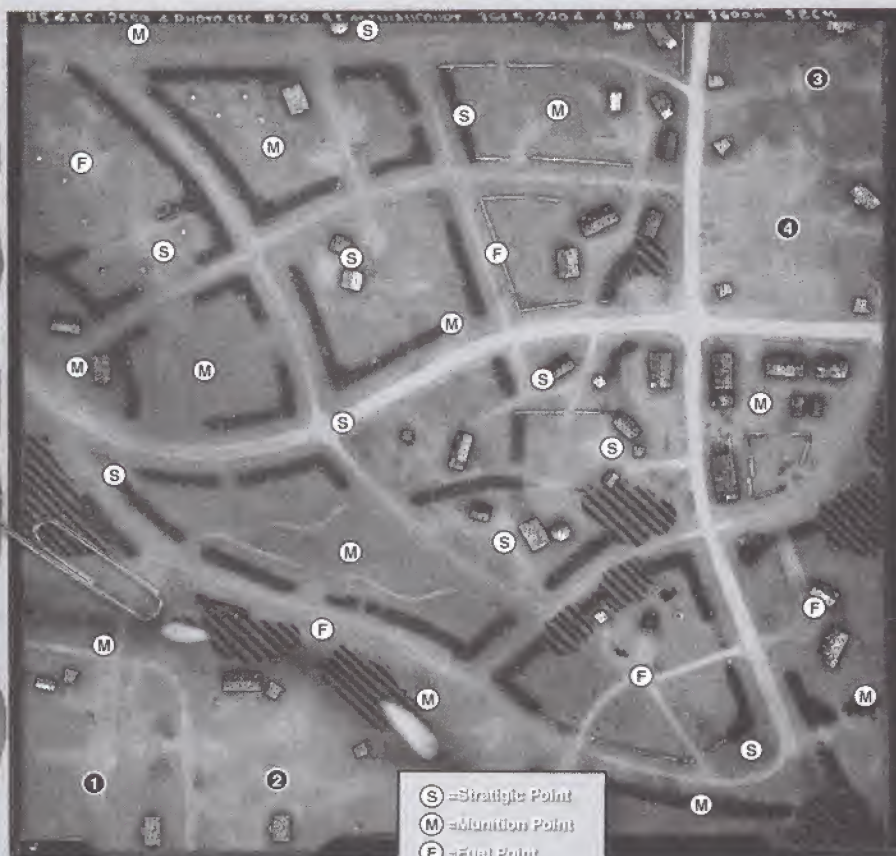
"I remember this town the day we arrived—streets packed with children playing, markets buzzing with activity in the warm midday sun. Now it's no more than a graveyard of rubble and ash; a burial plot for the innocence of mankind." A heavily destroyed urban landscape, Lorraine favors close quarters combat in the midst of the ruins.



Lorraine Strategies

The battle for Lorraine is always extremely intense and often protracted. Control of the buildings with Snipers, Mortar and MG Teams is a typical method for achieving victory, but ultimately it's the team that controls the most Fuel and Munitions Points that achieves victory. By getting control of the key points you can build and upgrade more units and abilities that can give you the edge to conquer the opposing teams.

A great tactic in this map is to work together and build two attack forces (this is possible to do without depleting your defensive forces since there are two players on each side). Then attack the enemy on two different flanks. This usually causes the enemy to bring back any offensive units that were out in the field trying to capture new ground. While this battle is raging near their HQs, you can move some of your units in to capture the areas that were vacated when the enemy pulled their units back for defense.



MCGECHAEN'S WAR

"Far be it from me, a lowly grunt, to question command's decisions—but if I were to, I would definitely want to know what the tactical importance of a leveled courtyard in the middle of hedgerow country is. Someone needs to remind the brass that those of us on the front lines aren't as gunho to throw their lives away for some rocks and rubble." Point well taken. This area is indeed in Hedgerow country and navigating through it can be difficult to say the least.

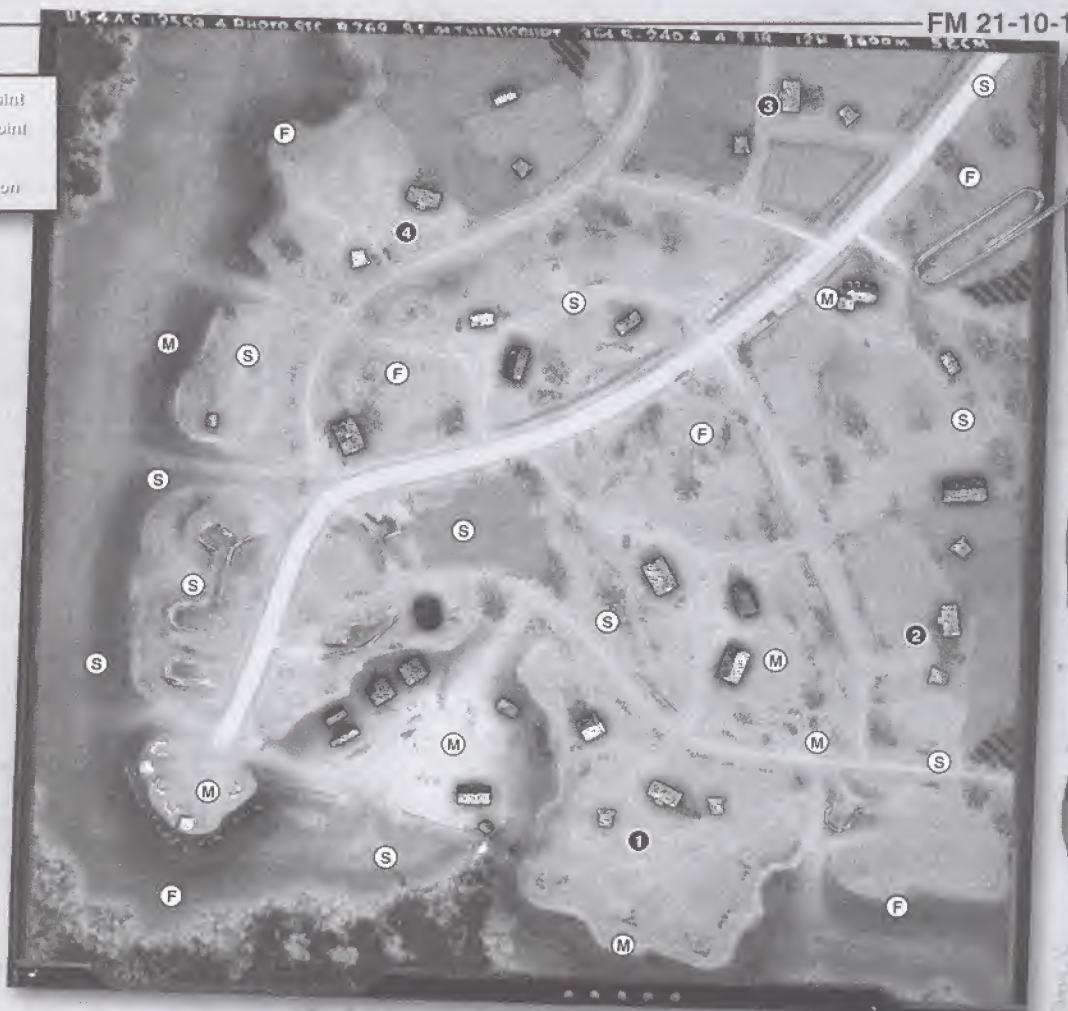
McGechaen's War Strategies

Hedgerow areas are difficult to navigate and are prime real estate for ambushes. You must constantly be on the lookout for enemy units tucked in behind a Hedgerow just waiting to take you down. The most common attack is an Anti-Tank Infantry group that sits back in the hedgerows and waits for a tank to rumble by. When the tank passes, the AT weapon comes out and before the enemy realizes, they can scratch one tank.



Crocodiles are excellent vehicles for this particular map since they can upgrade to Bulldozer blades and plow through the hedgerows thus making paths for your units to follow. If you don't make your own paths for your troops they must wind back and forth through the hedgerows, becoming separated from each other and generally leaving themselves open to ambush or conventional attacks.

- (S) = Strategic Point
 (M) = Munition Point
 (F) = Fuel Point
 ● = Start Position



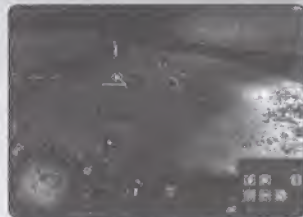
POINTE DU HOC

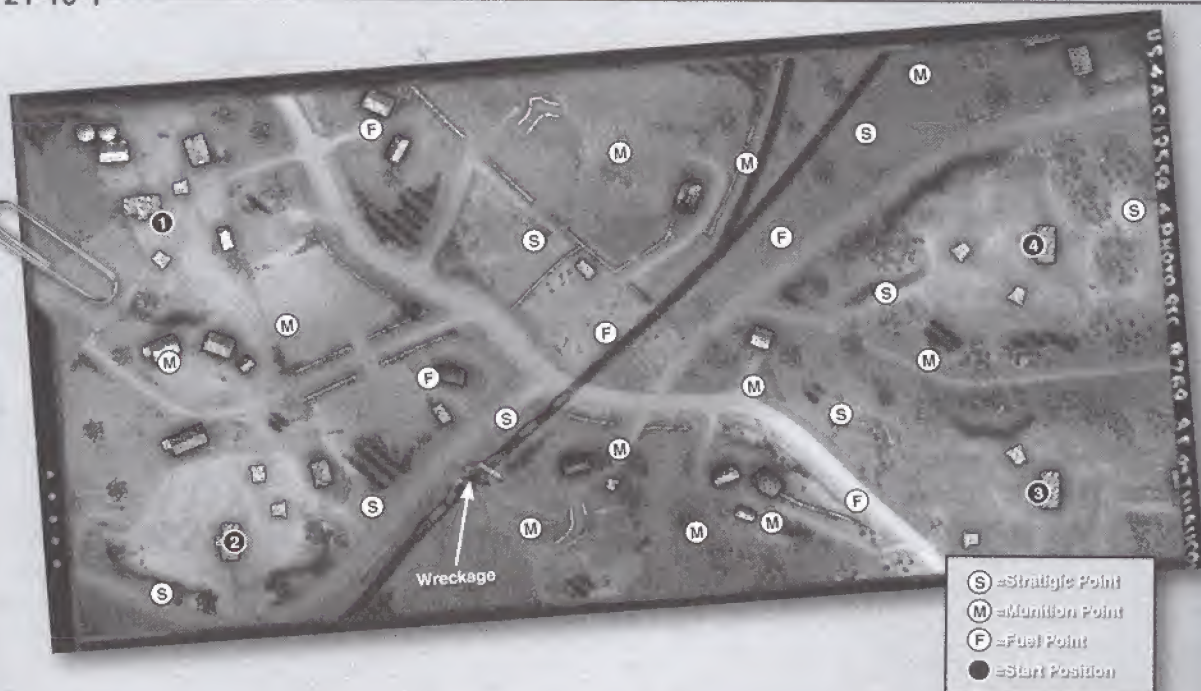
The pre-invasion bombing of Pointe du Hoc has left ample craters and cover for the wise commander to utilize. This area has seen heavy combat due to German counter attacks, Axis brass understanding the strategic value of the beachhead. Controlling the Beachhead secures supply lines, but the difficulty of maintaining a line to that Beachhead makes it hard to predict whether it's the Allied defenders or the Axis on the counter offensive who carry the advantage.

Pointe du Hoc Strategies

Pointe du Hoc is a unique map with plenty of opportunity for conflict. There is a major road that divides the starting positions of the two sides, so expect to have a lot of fighting over the roadway which tends to become a natural dividing line. The Trenches in the area along the beach are appealing cover for your Infantry, but if you notice that the enemy are using these then don't hesitate to break out the Mortar shells to keep them pinned in their sandbag coffins.

The distribution of Fuel and Munitions points (relative to the two side's starting points) is relatively equal in this mission, which usually leads to some fairly even battles that last a long time. The key to achieving victory is to ensure that your defenses are strong enough to resist a concerted enemy attack while an attack force of armor (your armor) goes after one of the enemy's HQ buildings.





RAILS AND METAL

Allied planes that were shot down had the inadvertent action of taking out a main Axis supply shipment as they crashed to the ground. The order is given to salvage what is left of that shipment, Axis officials hoping the roads running east to west can provide swift access to the wreckage. It is advised that if a skirmish breaks out to utilize the eastern logging camp and surrounding forests for troop cover while garrisoning the western civilian buildings.

Rails and Metal Strategies

This map has an extremely high density of Fuel and Munitions Points, giving you plenty of opportunity to build up significant attack or defensive forces. The rectangular nature of the playing area means that defending 'your end' of the map is relatively easy, but note that the players in positions 1 and 2 are very close to the wreckage site.



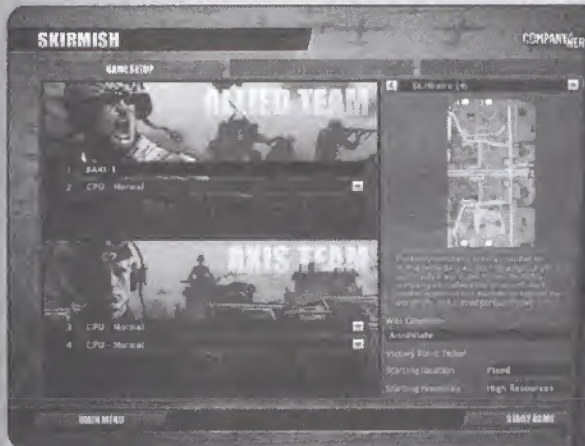
One of the hottest areas on the map is usually the area near the wreckage close to the Allied starting point 2. Be prepared for the Axis to attack that area quickly so that they can get to the wreckage but more importantly so that they can secure the resources that dot that side of the map. Whenever possible use buildings as cover for your troops and be sure to take advantage of some of the wide open spaces by placing MG Teams and Snipers in key locations where they can do the most damage.

ST. HILAIRE

The heavy industrial capacity provided by St. Hilaire made it a critical strategic target for both the Axis and Allied forces. Factories bordering the railway line produced much needed munitions and material to support the war effort, and a small port permitted the shipping of fuel resources to Axis supply depots along the river. Marshlands to the west proved a daunting challenge for Infantry, forcing troop and vehicle movement toward the center of the area.

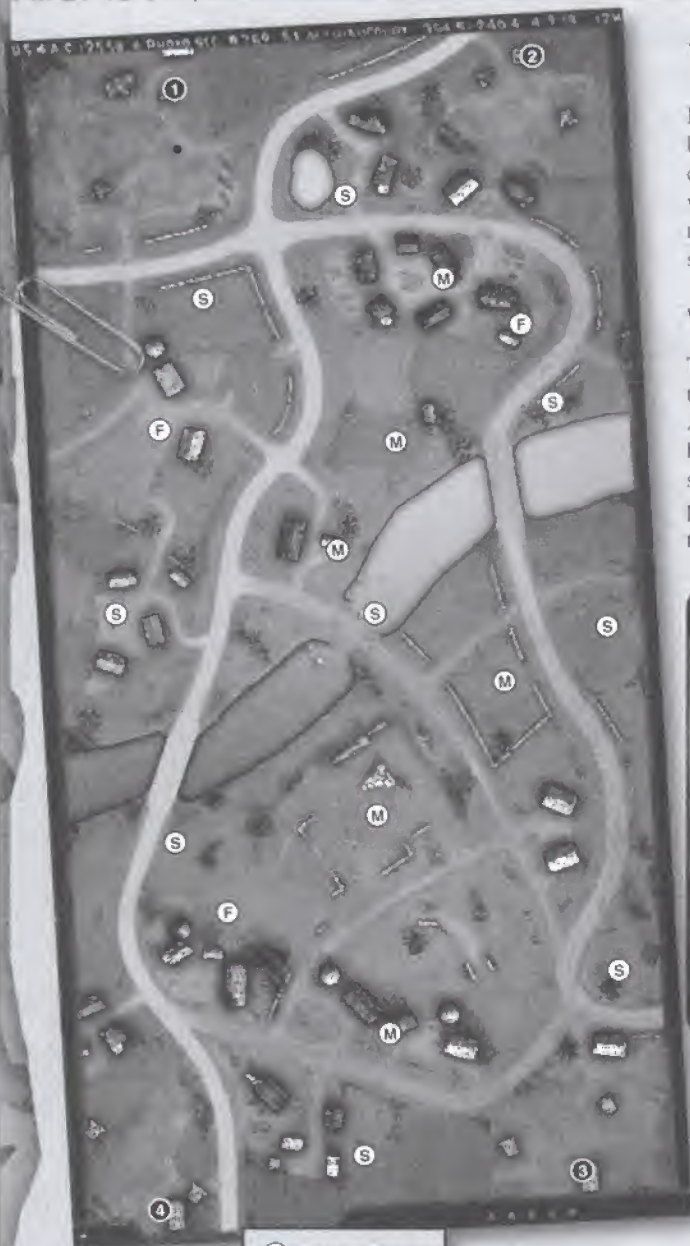
St. Hilaire Strategies

Much of the activity in this map often takes place on the eastern side of the map where the buildings are located. The western edge is a boggy marshland that is largely impassible and difficult to negotiate, plus there are few strategic reasons to go there (there aren't many Fuel or Munitions Points).



A clever way to deal with an advancing enemy in this map is to lay down some defenses and set up for an ambush. If you are Axis, use your troop's Camouflage ability and sit back waiting for the enemy to arrive. Both sides can lay down Mines along the roads and build other defenses that allow them to dig in for the long haul. You can try to sneak some of your units along the western edge to attack the enemy's HQ, but it's wide-open, slow going, and risky business.





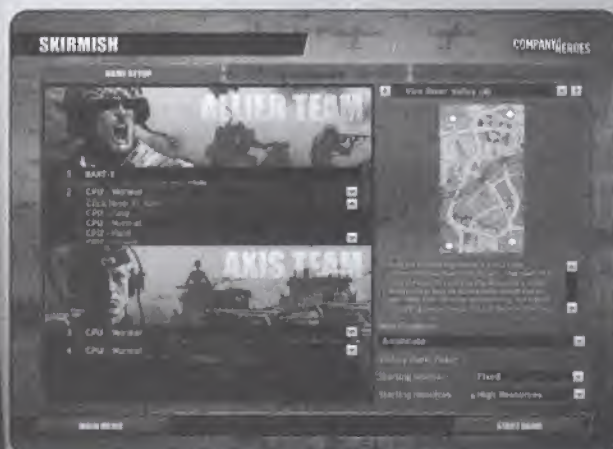
- (S) = Strategic Point
- (M) = Munition Point
- (F) = Fuel Point
- (●) = Start Position

VIRE RIVER VALLEY

Nestled in a large valley a small rural community has been torn asunder by war. The river that runs through this community was once a place where children and adults alike would fish or wet their feet on a hot summer day, but now it's nothing more than a natural barrier that has led to a stalemate situation between the Axis and the Allies stationed in the area.

Vire River Valley Strategies

The key to this map (and others like it) is the river that runs through the middle of the map bisecting the two sides. The Allies and Axis are separated by a river with a trio of bridges between them, the middle bridge is destroyed. The key to success in this mission is to get across the river to the enemy's position. While this is a tall order, it can be accomplished with the use of special abilities and upgrades.



The Allies can have success here if they use their reconnaissance abilities to spot where the Axis troops are and then use off-map Artillery to pound those positions. The same thing goes for the Axis; pound the enemy in one position to distract them enough to allow you to get across the bridge and gain a foothold on the other side.

Garrison a building and create a Barracks is a smart way to get the ball rolling. Once you have a foothold, keep using everything you've got to keep the enemy on the defensive while you build up a sufficient force to go after their HQs. This battle is often a back and forth affair that takes a considerable amount of time to decide.

SIX-PLAYER MAPS

The ante is again upped and now you have to face three opponents all working toward the same result. The upside is that you also have two other allies that are working along side you. As with the four-player games, being successful in six-player games comes down to communication and organization between players. A team that coordinates their movements and attacks is far more likely to be successful than those that do not.



HEDGEROW SIEGE

There is no obstacle in France that favors the defense more than the Hedgerows of Normandy. A cunning commander can control these small rectangular compartments with as little as an anti-tank emplacement and a couple of machine guns; formidable obstacles, at least until the Artillery comes.

Hedgerow Siege Strategies

Since there are three players for each 'team', success can only be gained with a concerted and orchestrated effort by everyone involved. With three groups you can divide the duties up in such a way that everyone has a distinct set of jobs. For example, one player can

work exclusively on building defenses for the three HQs. That means laying down Mines, building Bunkers, setting up MG nests and placing AT Guns in key defensive positions.



The other two players can then concentrate fully on their tasks. One player can go after new Munitions or Fuel Points, for example, while the last player concentrates 100% on building up and upgrading their troops to create a solid attack force. By working together in this way you can overcome even serious enemy defenses.



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MONTHERME



Few crossings over the Meuse River are as important as Montherme. This urban center provides numerous access roads leading inland through the thick forests that surround the rugged valley the city is constructed on. While the city dominates most of the area, savvy commanders would be wise to make use of the few trails through the forests toward the top of the ridge; perfect for avoiding the clustered streets of the town.

- S** = Strategic Point
- M** = Munition Point
- F** = Fuel Point
- = Start Position

Montherme Strategies

This is a unique area in that the river is a key part of the map, but both sides have equal claim to the river area. Once the battle begins move quickly to capture as much territory as possible. Be aware that the enemy may try to take out the one HQ that's isolated by the river. It might be a good idea for you to do the same. Move to barricade the bridges and then move in to capture the enemy HQ across the river. Once this is done, the enemy has only two bases and you have three. From this point forward it's academic.



EIGHT-PLAYER MAPS

These are the largest maps in the game, and they present the biggest challenge in terms of organization and planning. With four different personalities playing on each team it can be a real problem getting everyone to agree with particular strategies and to work in concert, but the enemy likely has the same problems that you do!





MONTARGIS REGION

The region around Montargis is carved out of the rugged and hilly landscape, surrounded by a large pine forest. Several Industrial sectors can be found, with various complexes connected and supporting one another. The access to these complexes and the abundance of resources make the area a region of great strategic importance.

Montargis Region Strategies

This can best be described as all-out war. With four players on each side there can be hundreds of soldiers on the field of battle at once, and the tide of battle can turn very quickly as one ally comes to the aid of another in trouble. Victory in this map depends mostly on communication and the capture of key structures along the way. Building new Barracks in forward positions is a great way to keep your troops flowing to the front lines.

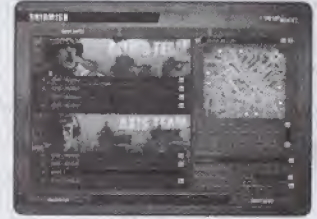


ROUTE N13

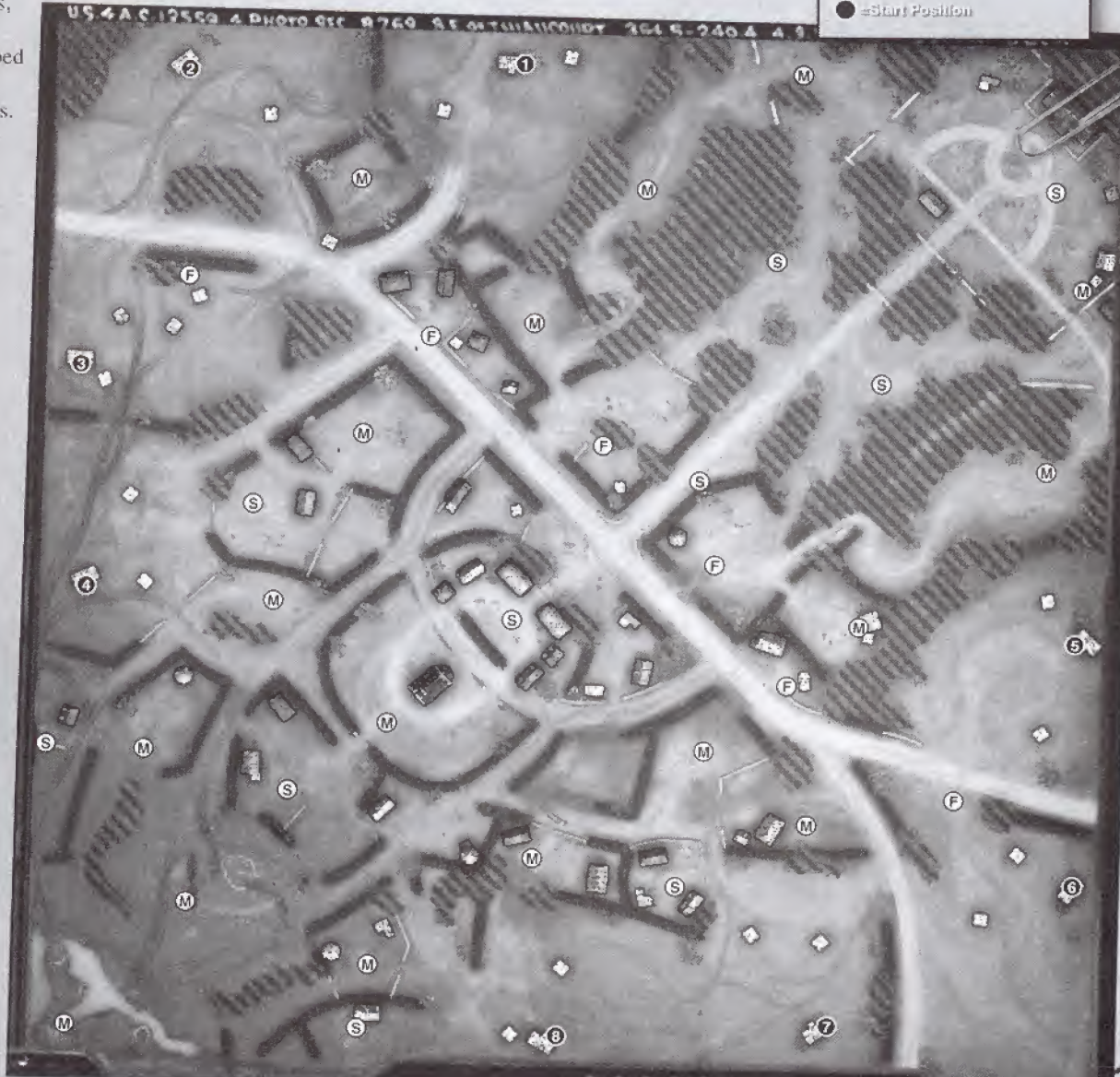
Route N13 is an important supply and troop transport road that runs through the middle of Sainte-Mere Eglise. Between the hedgerows and stone walls of the small urban setting lies a devastating strategic advantage: a direct route into northern France from the Utah and Omaha beachheads.

Route N13 Strategies

The goal of this map is really to gain control of the main road. The main road is the only contiguous conduit that allows quick movement of troops from north to south and visa versa. As you move into the town, be sure to set up plenty of defensive positions including Tank Traps, Sandbag lines, Barbed Wire, and even Mines.



- (S) = Strategic Point
- (M) = Monitor Point
- (F) = Fuel Point
- (●) = Start Position

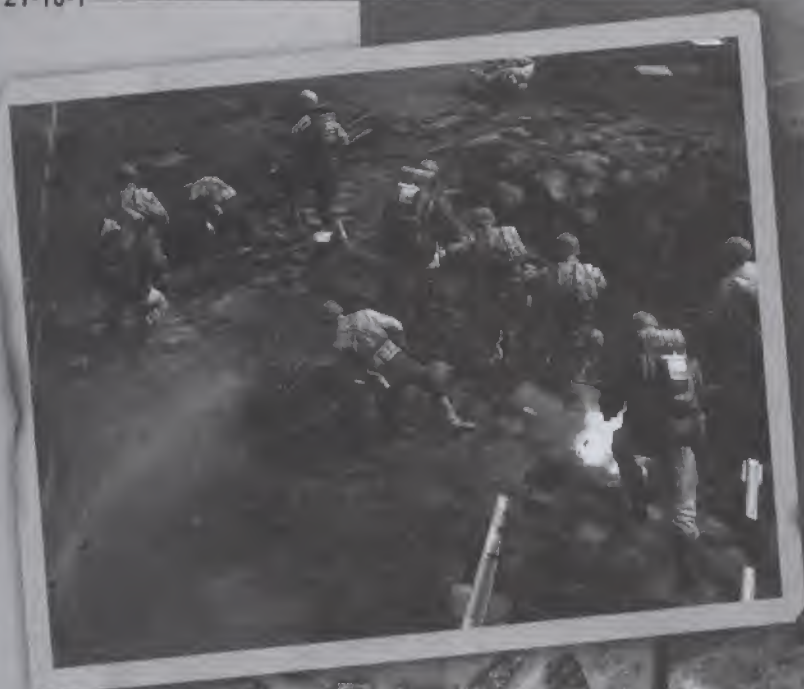














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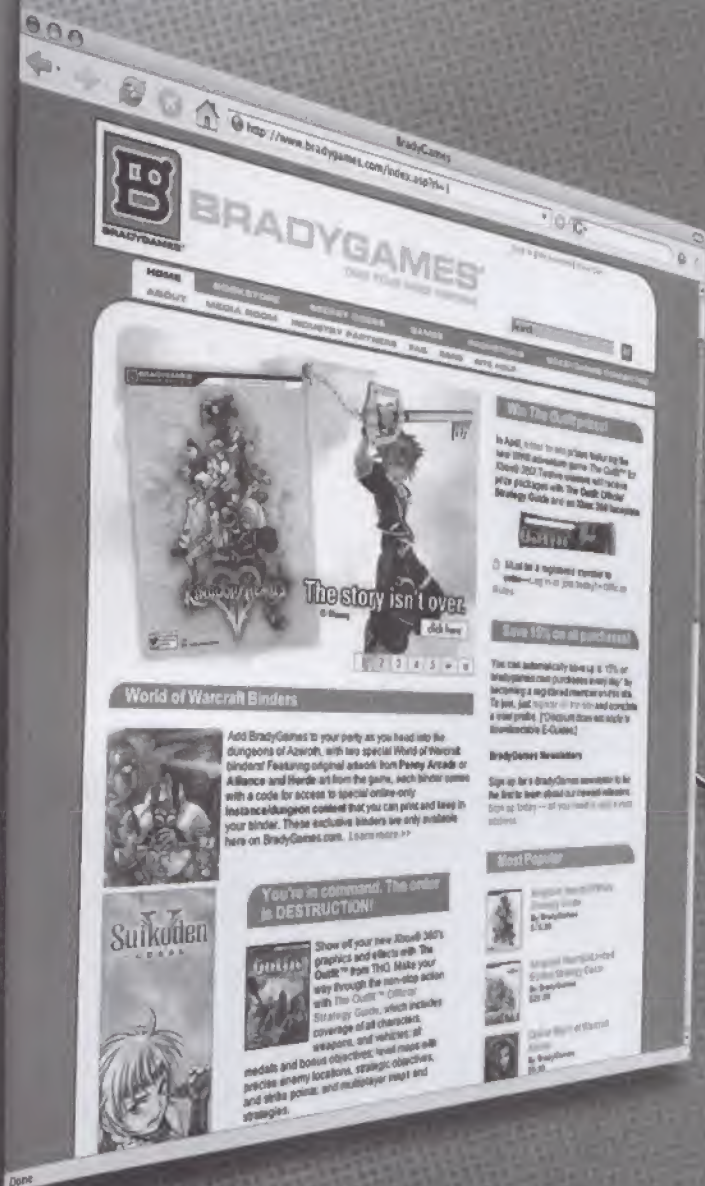
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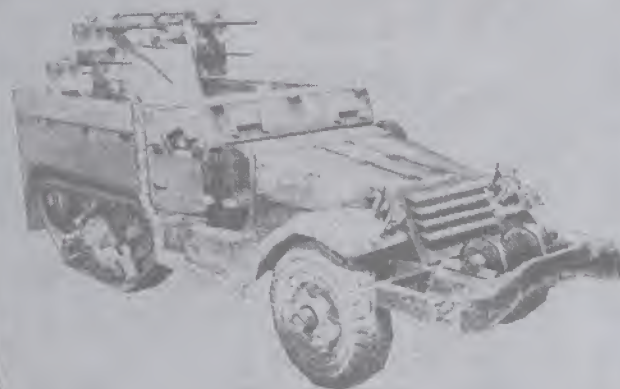
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**DEDICATION**

For Derek, thanks for helping Dad.

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COMPANY of HEROES**OFFICIAL STRATEGY GUIDE**

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